

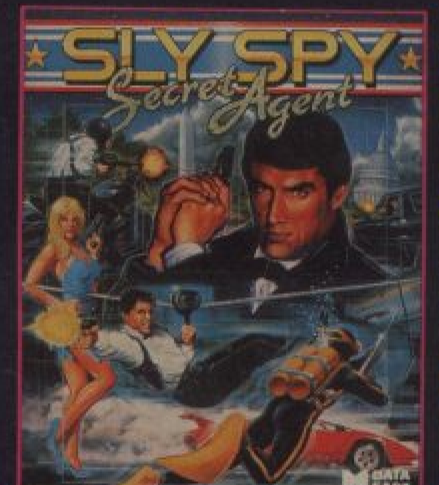
C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO
SEPT NO 106
DM 7.50 SP $7.20 350 PTA
£1.30
COMPUTER
+video
GAMES
EXCLUSIVE!!!
UN SQUADRON
SUPERSONIC DEATH!
EXCLUSIVE!
OFF ROAD
RACER!
WICKED
THREE
PLAYER
RACING!!!
EXCLUSIVE!
SUPER
MONACO GP
THE BEST
SEGA RACE
GAME YET!!
IT'S MEGA!!!
EXCLUSIVE!
PANG!
AMAZING
COIN-OP
PERFECT
AMIGA
ACTION!
INSIDE!!!
ESWAT • TOKI
TIME MACHINE
RICK DANGEROUS II
BACK TO THE FUTURE II
EXCLUSIVE!
GX-4000
AMSTRAD'S
NEW MEGA
CONSOLE!



THE TIMES OF LORE

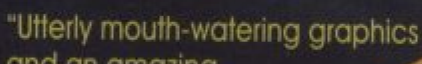






The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

ESPIONAGE EXTRAVAGANZA FEATURING 9 LEVELS OF HIGH ACTION!



"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zzap 97%.









ATARI ST AMIGA

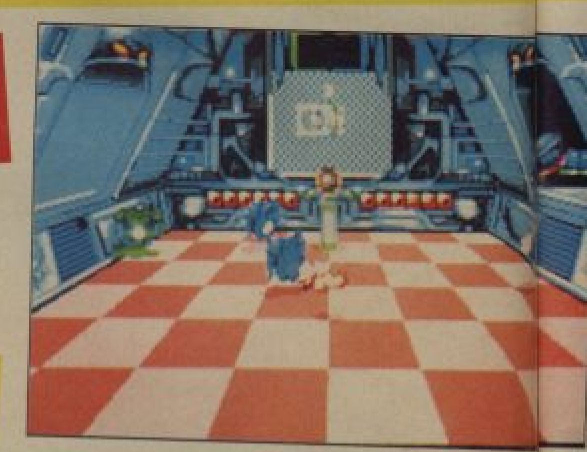


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CONTENT







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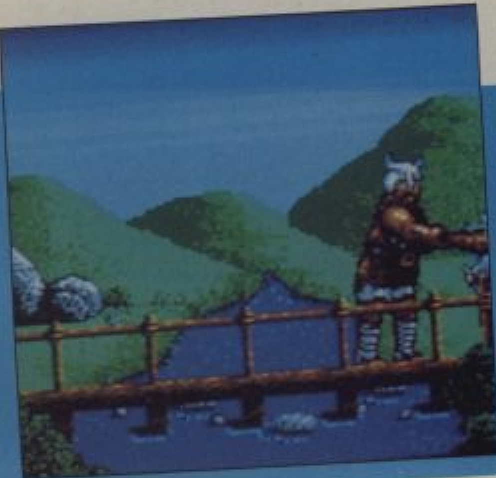


EDITOR-GUY: MC JAZZA-MAN RIGNALL
Here's the dude who runs the show, All dressed up with some place to go. A royal prem-ear is where he's goin'. 'Cause Back To The Future III is showin'!



TS

MEGA COMPS





THE OTHER STUFF

REVIEWED THIS MONTH

SEPT 1990 No.106



ART-CHICK: ANDYSKI FEATURING THE TEXT-CUTTING CREW
She designs dem pages, Never gets in no flap, At the end of the month, She screams "That's a rap!"



DEPUTY ED-GUY: GROOVY PAUL AND THE THIN BOYS
He cuts reviews, He makes the news, But he don't know, What doin' the do-is...



WRITER-DUDE: ROCKIN' BOBBY D SWAN
Ringin' folks up and checkin' out gear, Is the reason Bobby D Swan is here. With Timberland shoes and gold medallion, It's no wonder they call him the Chatham Stallion.

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

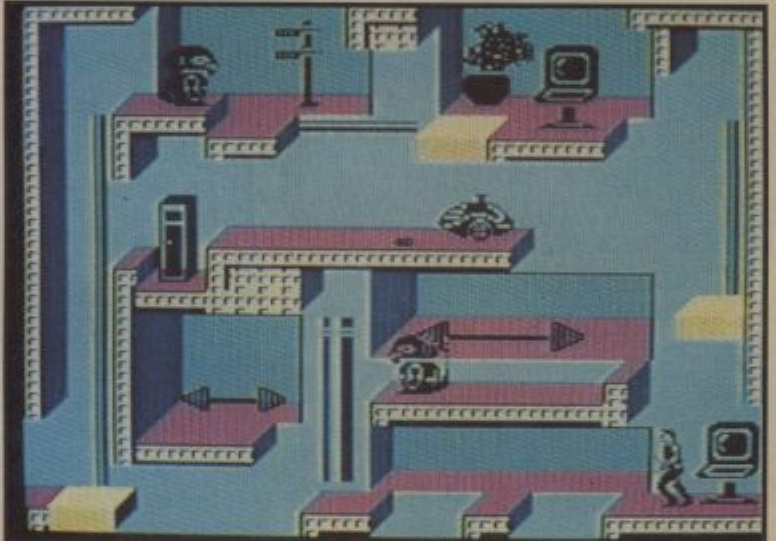
55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

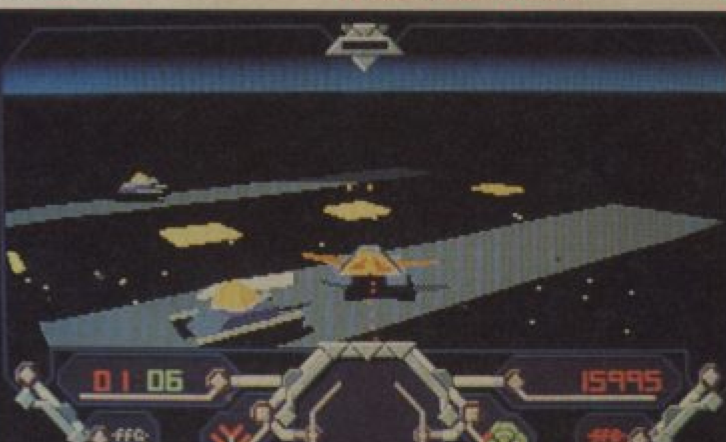
15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.





REVIEWS



C+VG HIT! REVIEWS

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

ROBERT SWAN
He's easy to please and will play anything, but loves a good flight sim.

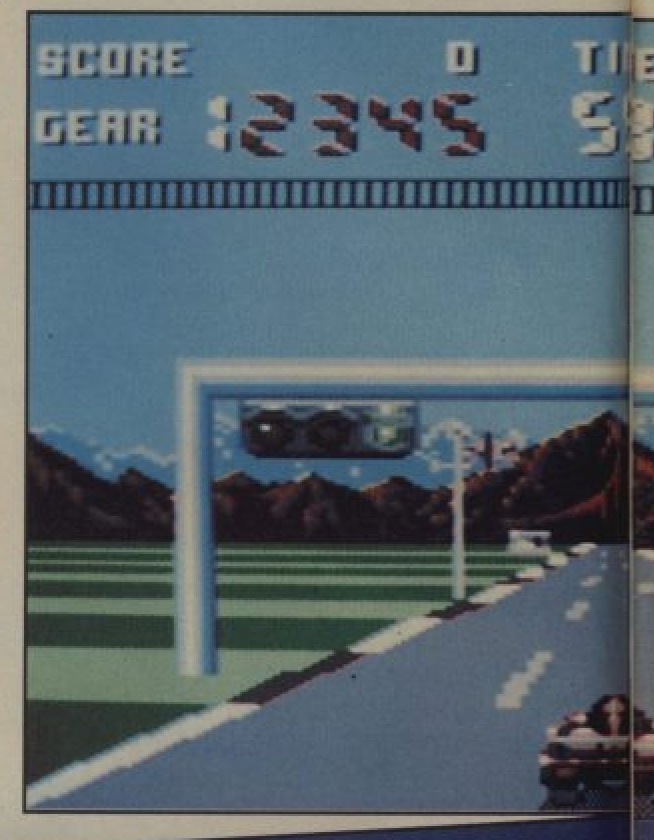
NEWS

AM'N'CH

Amstrad recently took a group of journalists to Paris to announce the launch of three new machines - the GX4000 console (which takes ROM cards only and has 64k memory), the CPC 464 Plus (which features a built-in cassette deck and has 64k memory) and the CPC 6128 Plus (which has a 3-inch disk drive and 128k of memory). Julian Rignall was there...

LOOKS GOOD

The three new machines all feature the same internal architecture, which is based around the old Amstrad computer boards. But they've been brought up to date with the addition of a 2k custom chip which gives super-smooth hardware scrolling capabilities, hardware sprites (up to 16) and, most importantly, lets you display 32 colours on-screen at the same time from a palette of 4096 - which is the same as an Amiga.



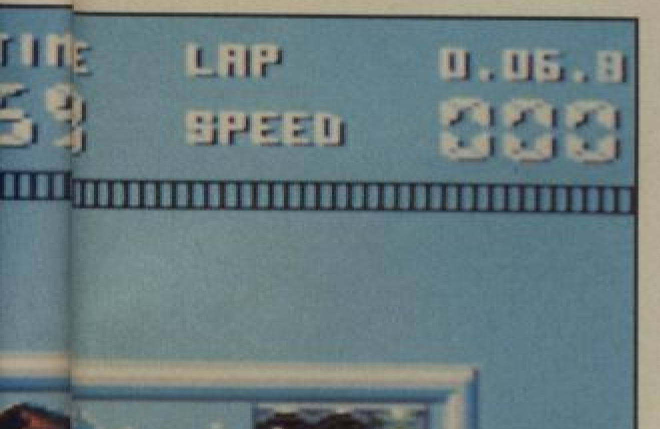
SOUNDS GHASTLY

Annoyingly, the sound is the same as the old Amstrad and Spectrum computers, but is now produced in stereo via a new sound driver chip. It's a crying shame that a better sound chip wasn't introduced, as this would have given the machines a real audio boost. As it stands, the sound chip is very limited, and the sort of noises it produces are tinny, harsh and grating.



HIPS

▼ *Burnin' Rubber is a Wec Le Mans type ROM cartridge that comes free with all machines.*



FREE GAME

All machines come with a free ROM cartridge called Burnin' Rubber, a colourful WEC Le Mans style game that was developed by Ocean especially for the new Amstrads. The 464 Plus also has BASIC on the ROM cartridge, and the 6128 Plus also comes with CPM.

PLAY THE OLDIES

A big bonus is that the 464 Plus and the 6128 Plus all run existing Amstrad software, giving them an immediate huge software library. New software is currently being developed by top software houses to make use of the machines' new hardware, some of the more notable titles being Robocop II, Shadow Warriors, Operation Thunderbolt, Plotting, Special Criminal Investigation, Pang, Navy Seals, Toki and Battle Command. As well as Ocean, US Gold, Domark, Loriciels, and Titus are amongst many firms developing software for the new machines. All games will be released on ROM cartridge for the GX4000 console, as well as tape and disk formats.

THE VERDICT

The two new computers are exciting machines, with tremendous graphics capabilities - but they are pricey. The 464 Plus is £229.00 with black and white monitor and £329.00 with colour monitor, and the 6128 Plus is £329.00 with mono monitor and is a hefty £429.00 with colour monitor. Black and white monitors are fine if you want to use the machine for doing things other than playing games, but really you do need to buy a colour monitor for enjoyable gaming - and that puts them up with the cost of an ST or Amiga (admittedly without monitor, but the 16 bit machines do have TV modulators - is the monitor really that important?).

The fact that they're able to run existing Amstrad software and take ROM cartridges as well as running their own software is good, and though the machines are pricey, they're easily the best 8 bit computers around, capable in some cases of matching and even beating the specifications of the ST - which can't be bad at all!

The GX4000 is a different story, price-wise. It's a neat-looking and technically impressive console that has an awful lot of potential at the very low price of £99.00. The main criticism is that the joypads are pretty naff (finger cramp sets in very quickly), but at least the joystick sockets are standard, so you can plug in your favourite stick for long-term, ache-free gaming! Other than that, the GX4000 is a graphically superb console, is technically far better than the Nintendo and Sega Master System and has a very exciting line-up of games coming in the not-too-distant future. It's definitely well worth checking out if you're after a decent console for Christmas.

▲ *The GX4000 console is a neat looking machine - shame about the control pads, though!*



COWA BUNGA! MIRRORSOFT GET TURTLES LICENCE!



After a period of confusion as to who would be the lucky ones, Mirrorsoft have announced that indeed it is they who have grabbed the license to Teenage Mutant Hero Turtles.

Mirrorsoft's Managing Director, Peter Bilotta, was extremely enthusiastic about the license, and stated that "without doubt, this is set to be the license of 1990, and we intend to make it the most successful computer program in Europe this year." Strong words, perhaps, but considering the sheer magnitude of the Turtles, they could have a ring of truth to them.

TMHT will be released on the Imageworks label for the Amiga, ST, C64, Amstrad, Spectrum and PC, but definite dates and prices have yet to be fixed. We'll let you know as soon as we do.

CONSOLE BOOK III COMING SOON

The next installment of the fabulous Complete Guide to Consoles is out at the end of this month and promises to be even better than the last book! It'll feature incredible exclusive Sega, Megadrive, PC Engine and Nintendo reviews, an unbelievably mega tips section, heaps and heaps of competitions and tons of other stuff!

Keep a look out for it - it's going to sell fast!

SEGA GO FOR GOLD

After the brilliant Gauntlet and totally amazing Impossible Mission, US Gold are shifting into high gear with four major conversions for the Sega Master System.

Indiana Jones III and Paperboy are first up, and are released in October - check out the exclusive reviews in the Complete Guide to Consoles Book III at the end of August - and will be followed by the Advanced Dungeons and Dragons action game, Heroes of the Lance, along with that classic golf simulation, Leaderboard. We'll keep you posted...

METAL MUTHAS

If you're into big, powerful, human-controlled fighting machines with loads of weapons, Infogrammes' forthcoming release, Metal Masters should be the one for you.

It lets you build a mechanoid mangler from scratch, and then take part in combat or sporting events in order to make as much money as possible.

The further you progress, the more wonga you make, so you can buy even more powerful weapons to beat seven bells out of new opponents.

All of this sounds like great fun to us, but you'll have to wait until November to see what it's really like. Stay tuned to this channel, and don't touch that dial.





THE NEW BATCH™









ELITE GET THE GREMLINS

Elite, having been quiet for some considerable time, are now leaping back into the spotlight by grabbing the license for Gremlins II - The New Batch. The film is again centered around Billy, Kate and that annoyingly cute Mogwai, as Clamp Plaza is overrun by rapidly reproducing Gremlins! The game is being written by Toposoft, the people responsible for US Gold's Pepsi Mad Mix Game.

There's a heck of a lot of scope there, so let's hope that Elite's re-entry into the market is one to be cheered. Keep your eyes on the previews section over the coming months for further news.

SIDEWAYS TO THE FUTURE

Courtesy of Imageworks, Jaz, our esteemed Ed, was invited to the Royal Premiere of Back to the Future III last month (the lucky swine), in the presence of HRH The Princess of Wales.

As you can see, this involved our Jazza (who's more accustomed to jeans and T-shirts) having to doll himself up in a dinner jacket and bow tie, which resulted in howls of hysterical laughter from around the C+VG office - well, check out the picture yourselves!

The reason for all this fandango is to promote the fact that Imageworks are soon to begin work on the Back to the Future III computer game, which is due for release in spring. We'll bring you a report on the game as soon as it's ready.



MEGADRIVE - OFFICIAL AT LAST

At long last, Sega have announced the launch of the official UK Megadrive - September is when it'll first appear in high street shops.

It'll cost £189.99 and comes with a copy of Altered Beast. A range of 22 games will be released for the machine at the same time, ranging in price from £29.99 for old games like Space Harrier II and Super Thunderblade to £39.99 for big games like Ghouls 'n' Ghosts and Revenge of Shinobi (also known as Super Shinobi).



ACTIVISION GRAB IREM AND GET DIZZY

Coming soon to your computer screens via the auspices of Activision are two super Irem shoot 'em ups, R-Type II and Dragon Breed.

The former is the sequel to R-Type (obviously), one of the best blasters of all time, and the latter puts you on the back of a fire-breathing dragon as you battle unearthly forces.

Also coming soon from Activision is Spindizzy II, the ST and Amiga versions of the stunning 8 bit classic from three years back - look for reviews in the next few issues.



▶ ST

anarchy


▲ *Game over, and your ship is just flaming wreckage.*

Hands up, who remembers Defender? Flying over horizontally scrolling landscapes, blasting aliens and protecting the humans? Ah, nostalgia's not what it used to be...

Thing is, aliens aren't the problem, this time. It's anarchists. Disorder and chaos have taken over, and it's down to you to put a stop to all of this. Starting off with a small but effective laser, you've got to fly around and, yep, blast 'em out of the skies!

The anarchists have taken many forms, such as Darters (which zip all over the screen), Bouncers, Clusters and Blisters. These all perform various nefarious tasks, and do their absolute utmost to do you in. Contact with an anarchist or missile results in depleting your energy shield. Once the shield is gone, that's your lot.

By collecting pods and coins left behind by recently-deceased troublemakers, you can build up a pretty formidable armoury, containing such delights as devastators (smart bombs), cannon outriders or 'nackem power',

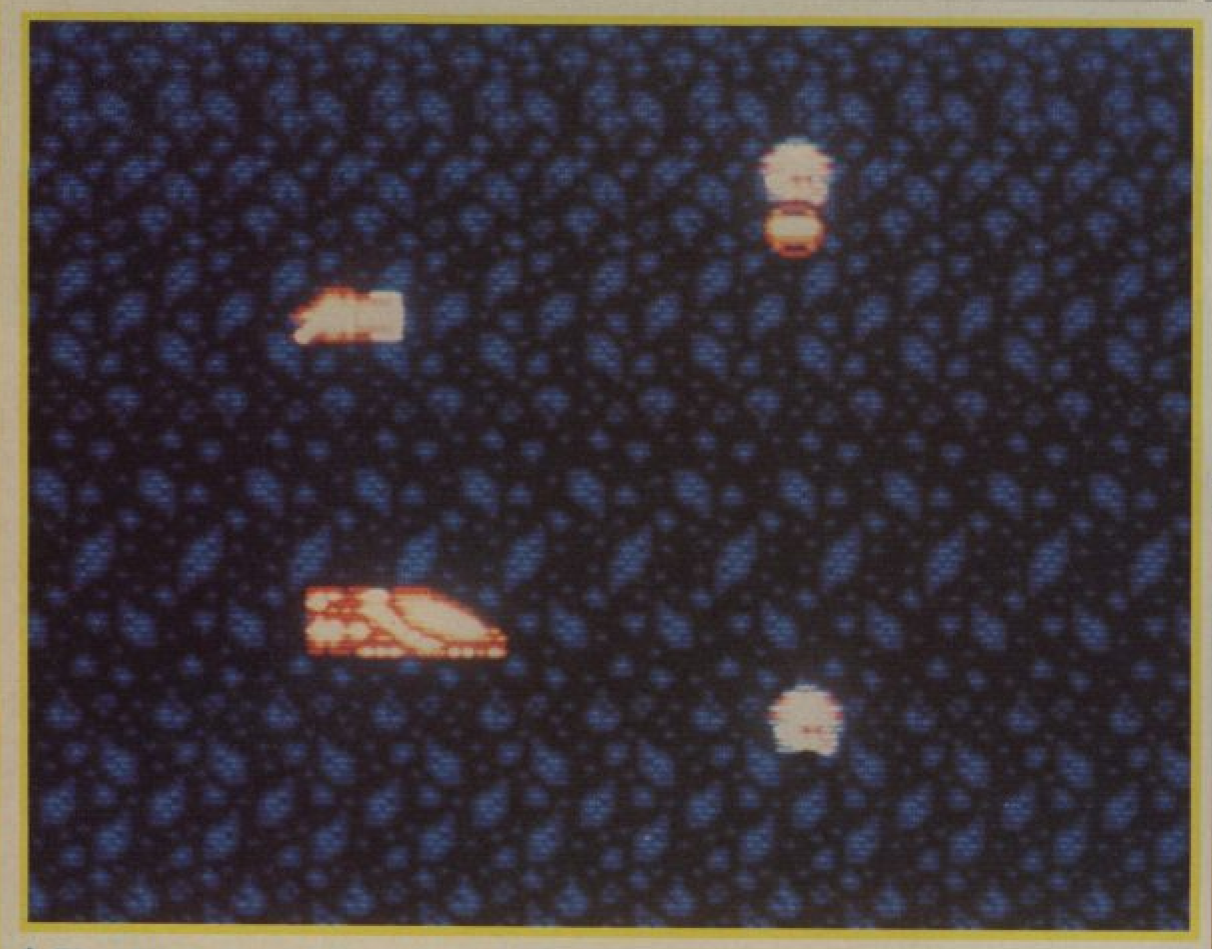


▼ *KA-BLAM!*



BY PSYCLAPSE





▲ *Blast him before he steals the cannister!*

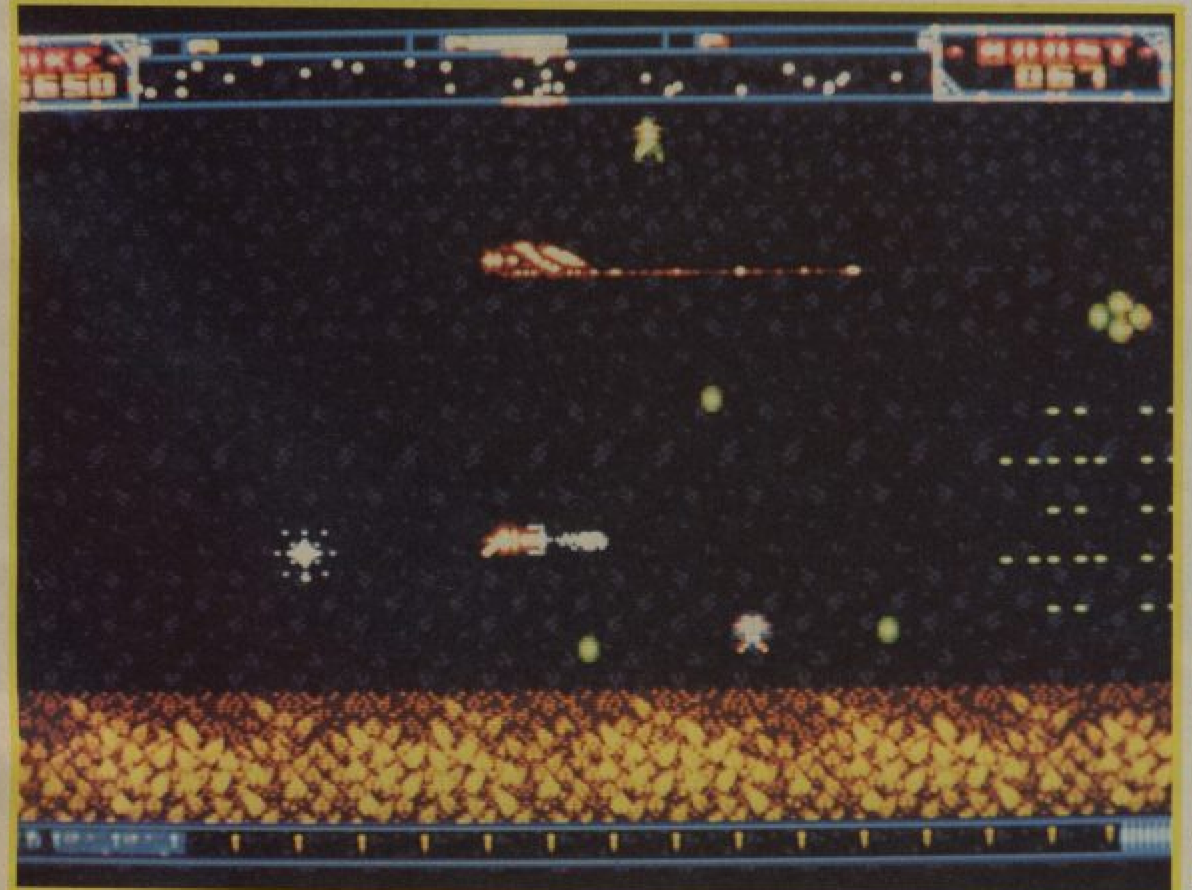
which gives you every weapon going. Thing is, these only last for a limited amount of time, so they have to be used wisely.

Key personnel have escaped in life-support canisters, and you've got to wipe out all the anarchists in the level before the canisters are destroyed. If all the canisters are wiped out, you get thrown into hyperspace and b-i-i-i-g trouble....

▼ *Zap that cluster.*

UPDATE

Start saving your quids, Amiga owners. July sees the release of your version of Anarchy, which will also retail at £19.99.



ST
£19.99

Any game that attempts to be as addictive as Defender has to be damned good, and I'm happy to say that Anarchy definitely achieves that, and then some. The graphical frills start right from booting up, and then the sound chip kicks in with a great heavy thumping rock track (just the thing to get the adrenalin going). Once into the game, you see exactly how much work has gone into this product. The graphics are small, but unbelievably fast, with ultra-fast totally smooth parallax scrolling. After the first few plays, it may seem a bit over-difficult, but after a few more tries, you find it's that little bit easier to play, and that much more addictive. The sheer quantity of animated stuff on screen at once is simply astounding, and coupled with the amount of aliens, bullets and other stuff, it's enough to make the mouth water. To be totally frank this is Defender to the max. Miss this one, and regret it forever.

ROBERT SWAN

GRAPHICS	96%
SOUND	92%
VALUE	95%
PLAYABILITY	97%
OVERALL	96%

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).



To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ____________________

ADDRESS: ____________________

____________________ POSTCODE ________

Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

HOTLINES

WIN A MEGADRIVE
0898 334 150

Holy 16 bit consolemania, Batman! Those super-cool guys at C+VG are giving away another Sega Megadrive! How do they do it? Well, it's flippin' simple, innit. You just leap over to the Bat-phone, pick it up, dial that number and get on down (silly cape not essential)!

WIN A LYNX
0898 555 537

It's hard. It's cool. It's bad. No, not Michael Jackson, it's the Atari Lynx! All the action you could ever want, right there in your hand (oi, steady on there)! What do you do? Simple, just grab that phone, press those buttons and strut your funky stuff, right now!

WIN A GAME BOY
0898 555 538

Nintendo-a-go-go! Yes, indeed, you could be the proud owner of a totally spondicious Game Boy! Banish those boredom blues! Crank up that credibility rating! Transform your life! And all for the price of a phone call! What more can we say? Get dialing NOW!

WIN A PC ENGINE
0898 555 539

It's square, but it's not boring, no-siree-Bob. It's the PC Engine, and you could be in with a chance of winning one! Well, slap me sideways! To get the opportunity of grabbing this amazing beastie, pick up that phone and dial that number, double quick!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.




S Y S T E M · 3



It's the height of the summer and I ought to be lazing in the sun rather than reading your letters. Still, I've got a job to do - so here I am. The YOB! If you've got anything remotely interesting to say, send your letterS to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CONSOLE QUESTION CORNER

Yo YOB,
I'm a pretty trendy, happenin' kinda guy, and have recently upgraded from my old C64 to a Megadrive. But before you have a fit and go on to rip up my letter into tiny particles and stomp them into the dust with your five-inch Doc Martens (because you're fed up with letters about grey imports) (Harumph! Too right - YOB), I just want to ask a few questions:

1) What's Phantasy Star II like? It sounds dead good.

2) When the keyboard for the Megadrive finally arrives, will it mean that we will have complex flight sims and strategy games? How much will it cost? When will it arrive?

3) Will the modem game-link be expensive?

4) What happened to Super Monaco Grand Prix?

5) When the planned disk drive comes out, will we be able to buy disk games and use the console as a computer?

6) How much will the converter to run British games cost?

I'll have to stop there or my pen'll melt (they don't call me the Pen Demon for nothing)!
Alexander Mackenzie, Gleneagles, Perthshire

YOB: Gorblimey, as they say round our way! You're an inquisitive bleeder and no mistake. 1) Phantasy Star II is dead good, but it's pricey and for hardened role-players only, I reckon. 2) There aren't many details to be had concerning the keyboard, but I expect it will turn the Megadrive into some type of programmable computer. Microprose are putting some Megadrive flight sims together, but I doubt whether they will rely heavily on the use of the keyboard. 3) Well, you know... Expensive is a relative term, isn't it? 4) Super Monaco GP was delayed for circumstances beyond anyone's control, but it's now scheduled for Japanese release in September. 5) I don't know about disk games as such, but no doubt the drive will come in handy if you're using the Megadrive with the keyboard (ie as a computer). 6) No-one has released any details on a British game convertor, but you can bet everyone will be selling them once the Megadrive comes out over here.

LYNX FINX

Dear YOB,
I own a Lynx, and was wondering if I could ask you a couple of questions.

1) When will Hard Drivin', STUN Runner, Gauntlet III and Cyberball be available?

2) What other games will they be producing in the future?

Mark Owens, Wrexham, Clwyd

YOB: Gauntlet III's already out you dozy git. As for the rest, expect them nearer Christmas, along with several other arcade conversions, which for the moment will remain nameless. Watch this space.

TIPS TIPS

Dear YOB,
With reference to your mags' tips showing "Final Fight" in cartoon form, I thought I should voice my opinion. Good idea, shame about the implementation. The tips are far too hard - there are a lot of moves, and these tips didn't help find them. Patterns of the joystick and buttons with a picture of what would happen would have been good, and tips on what to do in common situations would have helped.

I recently bought a mag

which had details of the PC Engine handheld being launched in the US - does this mean that importers will start, well, importing? And at what price?

And finally, my idea for a game is "ACE Magazine Simulator". You play an issue of ACE searching for someone to buy it (chortle).

Kevin Howard, Mess A2H, HMS Collingwood, Fareham, Hants

YOB: I passed your idea on to Mr Jaz, and he said "Mmfrgrmm mhhmm," (he had a mouthful of egg salad sandwich at the time, but I got the impression he thought it was a good idea). Yes, importers are undoubtedly going to be importing the NEC TurboExpress as soon as it comes out, but price I don't know about.

GANG BANG

Dear YOB,

Could you please tell me, can you buy that totally radical game "Gang Wars" for any computer or console? If not, will it be out soon? Also, I have a design for the crappiest game ever. You have a street in front of you, and what you have to do is walk down to the end of the street by pushing forward on the joystick.

Alex Robertson, Knutsworth, Cheshire

YOB: First - no. Second - possibly. Third - it certainly is the crappiest game ever. On second thoughts, have you ever played Chubby Gristle?

ANY GOOD ON AMSTRAD?

Dear YOB,

Are there any good Super Sprint-type games around on the Amstrad? Hot Rod sounds great, but only got 70% on the Amiga. How would you rate it? Super Cars sounds great as well, but all I've seen of it is an advert. Is it any good on the Amstrad? I really like car racing games. Oh, yes, is Untouchables any good on the Amstrad? The Magnum sounds good as well. I don't know what to get, because there are so many good games around, and I can only afford one.

Nick Wright, Portishead, Bristol

YOB: Super Stock Car isn't bad, and that's a super-cheap Mastertronic budget game. So that solves your money problems, doesn't it? If you want something really good, though, wait for Off-Road Racer. It's the tops.

EUROVISION SPELLING CONTEST

Dear YOB,

This is again one of those days. I am just sitting in my room and the only thing I am doing is reading all (a lot) old thorn magazines availebell in a range of 3 meters.

I was reading all the mailbag sections and thought why not, and here's my letter.

I'm reading your magazine for about four years now just because I liked it and look what happend my English began to improof and I am one of the best in my class.

When I first bought your magazine I only red the parts I liked but now I read everything so many times that if you would see the state my magazines are in now you woulden't recordnice them your self I simply love your magazine and I'm not going to complain about what I don't like because other people might like that part of your magazine.

I think there's something in it for everybody.

What really hurts me is to see people talking about their computer in the way of: look I own this and that is best and I hate all the others. Every place in the world where ever you almost always meet voilence, shouldent be expended with your fabulous magazine. So people please and I mean PLEASE wise up.

LR Liefthof, Amsterdam, The Netherlands

PS Rignall is an ace reviewer the best I have ever seen for the rest of the bunch; you're not doing bad.

YOB: Rignall says he works only for C+VG, and is definitely not an ACE reviewer. Mind you, judging from your excellent command of English, you could be. By the way, what are Thorn magazines? They sound very exciting.

SPANISH FLY IN THE OINTMENT

Dear YOB,

I'm a Spanish reader of C+VG who is writing to tell you how the mags in my country are. Just take a look at this...

A magazine called Micromania published this news last June: "Do you know that...the Japanese firm Dev-Tek is going to sell a contraption that you can plug into the Amiga and that will let you convert the Amiga software into Megadrive cartridges. For the moment, this marvellous machine will only be seen in England, because the Megadrive is not available in our country." No comment...

I'd also like to tell you something really incredible. On April 27th, my country's cabinet decided to pass a law called "Regulation of Coin-Ops", which contains an article that FORBIDS COIN-OP DEVELOPERS TO MAKE VIOLENT ARCADE MACHINES! And they are thinking about forbid it also to computer game developers!! Yes, it's absolutely true!! What do you think about my country, English people?

Antonio Lou, Barcelona, Spain

YOB: Ha! Micromania - those bullfighting buffoons! Still, eh? Takes all sorts doesn't it? What do we English people think of your country? Nice beaches, but the food's a bit greasy, and if you're subject to a dodgy tummy, I recommend you stay away from the octopus soup. The airports are well-equipped, but expect long delays during those busy summer months.

BEST LEFT UNANSWERED

Dear YOB,

Here's a few questions for you to answer.

1) Has your magazine ever reviewed Hang On, Psycho Fox or Kenseiden for the Sega Master System? If so, what were the results?

2) I've recently sent away for a game (Golden Axe) from an advert in your magazine (Key Software). If I don't receive the game, what can I do about it?

3) Which system do you think is the best - the Nintendo Entertainment System or the Sega Master System?

4) In Australia, we don't have things like the Sega Megadrive. Is the Megadrive similar to the Sega Genesis?

Thanks a lot for answering my questions.

Daniel Whyte, Elizabeth, S. Australia, Down Under

PS Now that you've answered the questions, I can tell you what I think of you. Every time I see your name, I want to spew. Why don't you show a picture of yourself, or are you too gutless? I bet you're a crappy old fart who gets his jollies out of picking on little kids. I think YOB stands for Yellow Old Basketcase.

YOB: Ha, well just for that I won't answer any of your questions you dopey dingo! And seeing as you mention it, I do enjoy picking on little kids - just like you, in fact.

PURE CRAP VOL II

Dear Mr YOB (what the hell does it stand for?),

I would like to congratulate Graham Edwards and pal on his witty, charming and somewhat sophisticated game design (the one about Vincent Skipper in issue 103). Could he please write "Pure Crap Vol II" (not meant sarcastically).

Andy, Bridlington (you know, the bit that sticks out of Scarborough)

YOB: Why should Graham have to write that when you've already done it?

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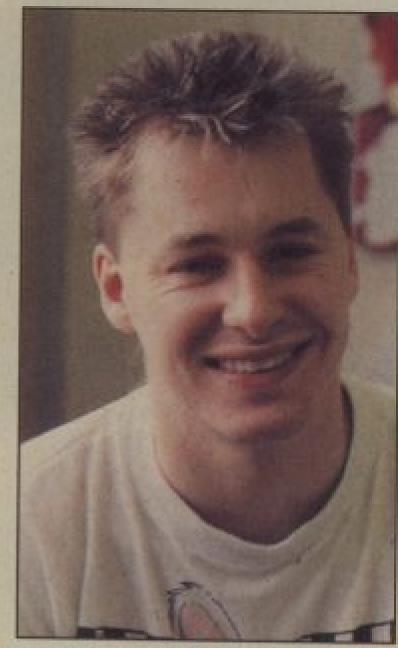
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Hiya! Here's another totally astounding array of cheats and tips, including a complete solution to Novagen's 3D epic, Damocles, and the first two levels of Vendetta on the C64! Flip me! If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself £150 worth of software - go for it! Send it in to me at PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, and



you never know. Next month you could be lucky!

AMIGA

KICK OFF 2

After much madness over Anco's totally amazing footy game, Martin Calladine of Reading has sent in these nifty tips.

SCORING GOALS

- There are several methods
- Run at the goal just off centre a curl a low shot in.
- Do a big curling chip (from just over the half way line), and charge the shot through the keeper.
- Run at the keeper diagonally, and shoot using a little aftertouch. This will result in either a goal or a rebound.

PENALTIES

As in Kick Off, you just tap the fire button as the arrow approaches the centre of the goal. Holding it down for too long will result in the ball flying over the bar.

Saving penalties against the computer can be done, but requires a bit of fiddling about. As soon as the ball is kicked, press R (action replay). Just before the replay, you will get a glimpse of which way the ball is going. Now hit S (slow motion), until the replay runs up to the penalty. If you watched carefully, you will know which way the ball is going, and as the replay ends, make the appropriate movement. The keeper will dive, and be there waiting for the ball.

PIPEMANIA

Stephen Farrell from Co Londonderry, Northern Ireland, has sent in all the passwords from The Assembly Line's addictive brain-mangler.

LEVEL 5: GRIP
LEVEL 9: TICK
LEVEL 13: DOCK
LEVEL 17: OOZE
LEVEL 21: BLOB
LEVEL 25: BALL
LEVEL 29: WILD

RAINBOW ISLANDS

Here's a gem (groan) of a tip from Wayland Standing of Aberdeenshire for infinite lives. Simply select 3 credits on the starting screen, hold down Q, W, E, T and Y and press fire at the same time!

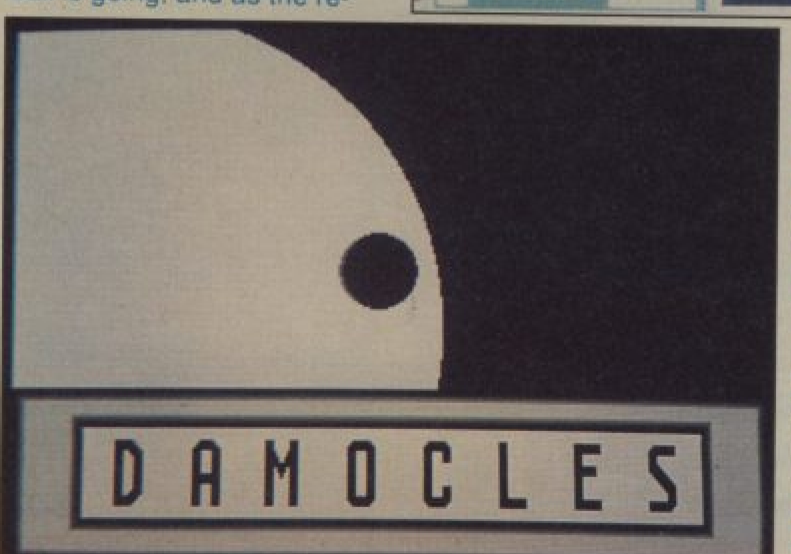
ALL FORMATS

DAMOCLES

Adrian King of East Devon has obviously been hard at work, because he's sent in a complete solution for Novagen's long-awaited Damocles.

Firstly, do as the President says, and go to the room at the end of the corridor on the second floor. Answer OK to the question, and go back down to the basement. Get the key, and go back to your ship.

Fly to 09-02 Capital City, and you will find a lift. Go to the basement and pick up the antigrav. Return to your ship and fly to 12-14 Capital City, and pick up the A to Z computer. Switch it on (it will constantly tell you your location).



Fly to Key West, and then to location 07-07. Enter the building and go down to the basement. Here you will find another antigrav. Collect it, and go to a trading post. Sell one of the antigravs (the other will allow you to pick up spacecraft, cars etc).

From here, go to Snow Island, location 03-00. Here you should collect the clipboard and the cupboard (which is actually a trigger for the Novabomb). Go on to Bare Island, location 06-02. Make sure you take your ship



into the building with you. Drop the cupboard on the ground floor. Here there are teleporters marked 0-9. Go to 0, where the computer will inform you that you're in the professor's new house. In one of the rooms, you will find a sideboard (another trigger).

Take this back to teleporter 1 and leave it there. Go through the teleporters until the computer tells you that you're in the Vesta Parliament. Take a lift to the top floor, where you'll find a briefcase (this allows you to carry more objects). Go back to the basement and use teleporter 6, leave the building and go back to your ship.

Fly to 05-06 and buy the hi-fi (the next trigger). Leave the island and fly to 09-02 UR City. From here, enter the building and go to the basement. Ignore the piano, and go around to the back of the lift where you will find the Novabomb.

Now fly back to 08-08 Chaldea Metropolis (use the computer to find it). From here, take the bomb and the triggers back to teleporter 1. Set all three triggers to ON. Use the teleporter and go to Metis. On arrival, the A to Z will tell you you're in Doobury's Solicitors. Don't go to floor 8, or you'll be sued and lose all your money. Leave the building and head down the road on your left.

At the end of the road is a court. Enter, and walk straight across the room and into the wall. The wall will then open, revealing the last trigger. DO NOT TURN IT ON. Leave the court and fly into space. Land on Damocles, and drop the bomb. Leave Damocles, and fly away (be careful of the amount of time). When you're far enough from the comet, engage the last trigger, and goodbye Damocles!

There are, of course, four other ways of completing the game - can anyone else do them? If so, write in to Playmasters - there's a special prize on offer for the best entry.

C64

PIPEMANIA

Not content with discovering just the Amiga passwords, Stephen Farrell from Co Londonderry, Northern Ireland, has also sent in all the passwords from C64 version! Is this guy cool, or what?

LEVEL 5: HAHA
LEVEL 9: GRIN
LEVEL 13: REAP
LEVEL 17: SEED
LEVEL 21: GROW
LEVEL 25: TALL
LEVEL 29: YALI

VENDETTA

Here it is, folks, the solution to the first two levels of System 3's rather swanky game of vengeance, and all courtesy of Andrew Kyprian of Westcliff-on-Sea.

LEVEL 1: THE DOCKS

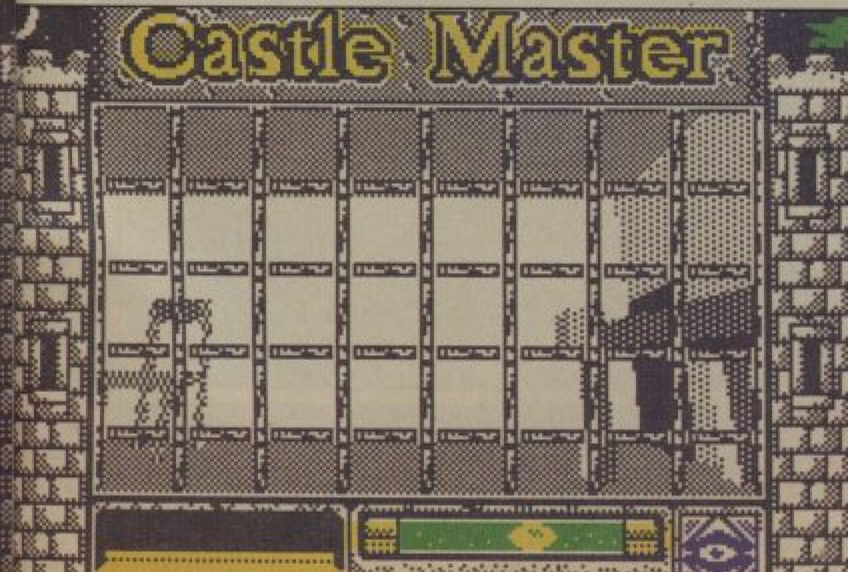
As soon as you are able, ready your knife and kill the guard. Pick up the wire-cutters from the crate near the middle of the screen (approach it from the left). Kick down the door at the top of the screen, and enter with your knife ready. Kill the guard, and walk up to the crate with a fine shadow in front of it. Collect three grenades, and move right to another crate. Move down a fraction and collect the machine gun. Go to the wall with the pipe on it, go down to the crate in the corner and pick up the ammo clip (this replenishes all ammo should you run out). Leave the room, and kill the guard. Select grenades, and move right. Throw a grenade, this will blow the guard to pieces. Enter the next screen, kill the guard there, go up the stairs, and kick down the door. At this point, arm the machine gun. Enter the room, waste the guard, and grab the book from the furthest filing cabinet away from you. Get the floppy disk by kneeling in front of the disk drive, and get the red video from the front of the desk with the seat. Enter the next room, and blow away the guard with the machine gun. Get the log-book from the filing cabinet, and the blue video from the side of the desk which has no computer on it. Select the log-book. Go up in front of the computer, press fire, and the log-on code will appear. Write this down, as it changes each time you play. Select the floppy disk, go to the front of the computer again, and press fire. Type in the log-on code, and you will receive some kind of book. Select the











machine gun and enter the next room. Get the Uzi which is in the crate to the left of the radio. Enter the next room, and kill another guard. Go round the back of the table with two chairs by it, and get the car keys. Go to the nearest grey ammo-box, and replenish the guns. Enter the next room, kill the guard (that's a lot of dead guards, y'know!) and search the pillow on the right side of the bed. Take the necklace, and make your way out of the building. Go down the stairs, and shoot the guard there. Make sure you get him before he gets you! Go to the right-hand side of the crate near the two drums. Kneel down and collect the bulletproof vest. Select the key, walk as near as you can to the car tyre on the right (facing north-west), and select pick up mode. The door should now open.

LEVEL 2

Just keep blowing away cars, copters and bikes using F1 to select ground-to-air missiles, and F3 for machine guns. Always hit full speed, then slow down at corners. When the cop pulls you up and asks for evidence, move the joystick up to select the necklace, then press fire.

We'll print the rest of the solution next month. Until then, best o' luck.

SPECTRUM

CASTLE MASTER

That London lad, Alal Mlatt, has sent in this rather handy tip for that rather natty Freescape thriller. If you can't be bothered to walk all the way up to a door to go through it, simply fire at it, and you'll end up on the other side. Cheers, Alal.

MAN UTD

James Bell from Berkshire has come across a nifty little cheat that freezes the opposition in their tracks in one-player mode. All you have to do is press 0! Simple, eh?

PC ENGINE

CHAN AND CHAN

On the second part of level 3-3, after the first door, stand on top of the two destructible blocks (this is done by waiting for the leaping rats and jumping on one. With luck, you'll rebound onto the blocks), and jump off the top of the screen. You will now be teleported to the final level, 6-4. Thanks to J Bailes of Kennilworth for that.

BLOODY WOLF

This cheat comes all the way from Hong Kong, courtesy of Christopher Maier. On the title screen, press DOWN, UP, LEFT, LEFT, BUTTON 2, BUTTON 2, BUTTON 1, SELECT. The number 3 should appear on the screen. Start the game and you'll now be able to fly!

GAME BOY

SUPER MARIO LAND

Michael Gott from Stockport has generously sent in the locations for all 15 secret rooms in this totally spondi-tious game:

WORLD 1-1: Pipes 3 and 6
WORLD 1-3: Pipe 9
WORLD 2-1: First and last pipes
WORLD 2-2: First and last pipes
WORLD 3-1: First and last pipes
WORLD 3-2: Pipe 7
WORLD 3-3: Pipe 4
WORLD 4-1: Pipes 1 and 34 (just before the stack of guns)
WORLD 4-2: Pipes 2 and 12 (use your gun to collect all the gems)

MEGADRIVE

TETRIS

Hold the down arrow on the main title screen, and press START for a super-fast





game. A heart will appear next to the level number to confirm this. Thanks again to Michael Gott of Stockport for that one.

THUNDER-FORCE III

This is one absolutely amazing shoot 'em up, and flippin' difficult, too. John McIntyre of Manchester has discovered a little sidestep which allows you to mess around with the game's parameters. Simply press buttons A, B and C and the START button, and away you go!

DJ BOY

I'm not going to make any naff jokes about getting your skates on, but Tim Bullock from Stoke-on-Trent has sent in some tips on how to dispose of the end of level baddies.

LEVEL 1: BIG BERTHA

She can be defeated by using flying kicks (back off after every attempt). Also watch out for her beefy bot!

LEVEL 2: THE POSER

This Paul Glancey lookalike is taken out the same way as Big Bertha, but don't get too close-his low kicks are lethal!

LEVEL 3: THE CLOWNS

These are the hardest of the lot. Destroy them by getting in close and punching. Watch out, because their punches are more powerful than yours. Once these are disposed of, two heads will appear and chase you around the screen. Jump about as far away from them as possible, as they will explode (otherwise you'll lose a lot of energy). Lots of little heads will appear, so do the same.

LEVEL 4: DJ KID

There's something your mother didn't tell you - you've got a brother! Well, he looks like you, and can do everything you can. Wait until his back is turned, skate up behind him, and side kick him. Also use the flying kick as much as possible.

LEVEL 5

Here you will encounter all four previous baddies, so use the right techniques for each.

LEVEL 5: PART II - FIRE EATER

Just use the same tactics as on Big Bertha and the Poser.

LEVEL 6: KUNG-FU KATE

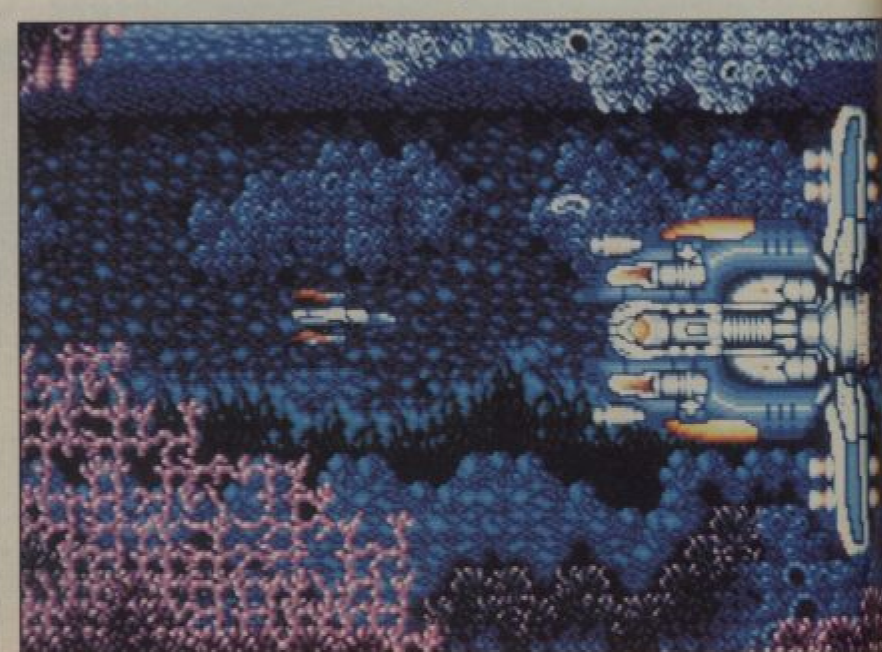
Like most of the guardians, she can be defeated with flying kicks. Get in close, and punch and kick. Watch out for her flying kicks and back fists!

Now sit back and watch the end of game sequence!

AFTER BURNER

S Cousins of Cambs has thrown this rather nifty cheat in, which gives allows you to select your starting level from 1 to 20! All you have to do is hold down buttons A, B and C when the aircraft carrier appears, and Bob's your auntie. Cheers, S, and keep on flying!





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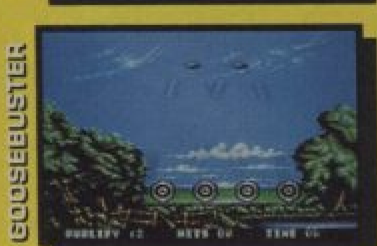
GHOST TOWN

BABY BLUES

COSMIC STORM



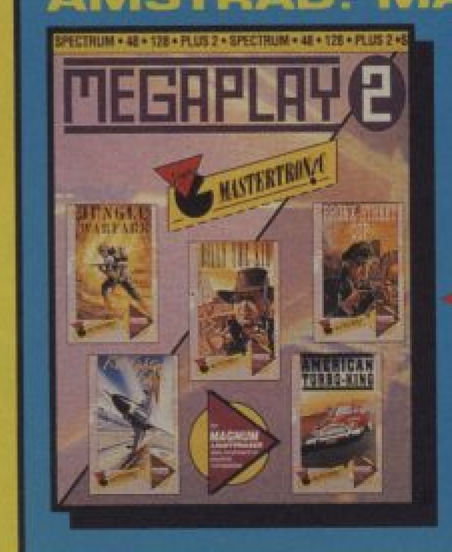
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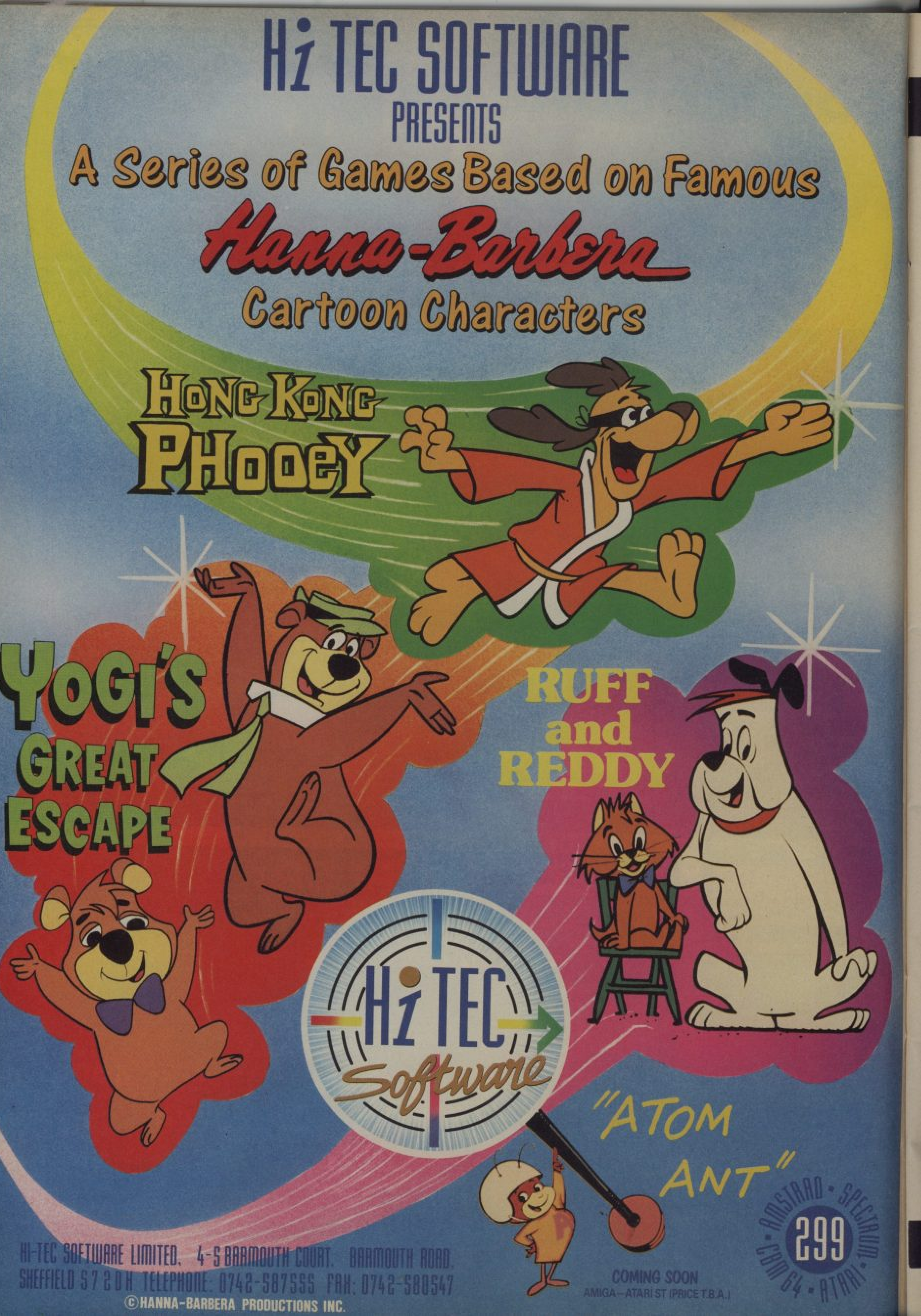
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HIGH SCORES

Here's the definitive guide to record scores - the Official UK Highscore Table. All scores are passed by our panel of experts. If you have a record score, why not send it in on a challenge form? The address is C+VG CHALLENGE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
9,500,185 Robert Wigston, Lanarkshire, Scotland
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
212,600 Martin Kennedy Dempsey, Darlington, Co.Durham
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grinstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent
FOOTBAG: 187,840 James May, Birchington, Kent
SURFING: 9.8 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
1,026,660 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
225.0 Iain Gentry, Hillingdon, Middx
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
70 Alan McPherson, Giffnock, Glasgow
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
555,200 Scott Wise, S.London
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
430,991 Mark Granados, Battersea, London
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
17,649,850 Mark Granados, Battersea, London
ALTERED BEAST
2,209,900 Joel Cullen, Hants
COLUMNS
11,120,300 Julian Rignall, C+VG
DJ BOY
1,908,800 Dominic Smith, Thorpe Bay, Southend
FINAL BLOW
2,921,565 Bryan Bundred, Basildon, Essex
FORGOTTEN WORLDS
1,720,200 Richard Cameron, Edinburgh, Scotland
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
401.5 Gavin Walmsley, Harlow, Essex
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 51,355,300 Barry Duffin, Retford, Notts
Junior: 36,177,880 Glen Williams, London
Senior: 31,627,340 Paul Stokes, Aberdare, Wales
Expert: 80,821,640 Martin Westwood, Kingsteighton, S.Devon
SUPER SHINOBI
3,324,100 Daniel Curley, Manchester
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
1,134,510 Ian Woodley, Redditch, Worcs
ZOOM
104,880 Paul Stokes, Aberdare, Wales

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,101,600 Steffen Sletvold, Norway
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
POWERDRIFT
1,151,840 Stuart Archer, S.Godstone, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
280,600 Tim Morris, Stoke-On-Trent, Staffs
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S.Godstone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
617,660 Jonathan Sherman, Banbury, Oxon
BOMBUZAL
356,000 Sig Sejersen, Denmark
BUBBLE BOBBLE
6,341,420 Kevin Killen, Romford, Essex
CABAL
243,794 Gareth Meney, Strathclyde, Scotland

HIGH SCORES

DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
760,000 Matthew Hill, Adelaide, Australia
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
NINJA WARRIORS
172,470 Gary Crane, Stamford, Lincs
OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs.
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
2,221,930 Adam Stanley, Folkestone, Kent
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S.Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S.Yorks.
SILKWORM
1,288,900 Christer Bjorkman, Finland
203,850 Paul Warwick, S Victoria, Australia
TURBO OUT RUN
15,900,000 Steven Gemmell, Harefield, Middx
TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia
UNTOUCHABLES
86,895 Brian Lee, Kincorth, Aberdeen

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
1,450,800 James Boyd, London
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
4,802,260 Peter Graham, Newtownabbey, Co Antrim
DOUBLE DRAGON II
108,200 Paul Wheatley, New Eastwood, Notts
DRAGON NINJA
132,580 Peter Clift, Bedhampton, Havant, Hants
DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent
E-MOTION
363,150 Stuart Campbell, Bathgate, W Lothian
EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+VG
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
79,400 Stephen Simpson, Otley, W Yorks
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OPERATION THUNDERBOLT
846,200 Stephen Jones, Halesowen, W Midlands
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
70,250 Ian Currigan, Birmingham
POWERDRIFT
1,750,044 Chris Skok, Epsom, Surrey
RAINBOW ISLANDS
3,286,660 Stephen Simpson, Othey, W.Yorks
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
31,200 Paul Wheatley, New Eastwood, Notts
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
36,621,214 David Bibby, Dartford, Kent
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
THUNDERBLADE
618,510 Richard Davis, London
TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate, W Lothian
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
2,660,940 Damian Pierce, Hazlemere, Bucks

AMIGA

AFTERBURNER
20,127,290 Mark Caban, Victoria, Australia
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
267,440 Samir Al-Amar, Havant, Hants
CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
200,170 Colin Tracey, Colchester, Essex
DATASTORM
822,290 Julian Rignall, C+VG
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-on-Trent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
HYBRIS
3,567,295 Colin Tracey, Colchester, Essex
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
2,007,272 Mr B, Colne, Lancs
RAINBOW ISLANDS
99,999,990 Colin Tracey, Colchester, Essex
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,245,336 A Lepri, Genova, Italy
ROBOCOP
374,210 Philip Newland, Beckenham, Kent
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
290,950 Gareth Pollitt, Thirsk, N Yorks
XENON II
7,692,280 David Hansson, Partille, Sweden

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
16,037,710 Daniel Edwards, Chorley, Lancs
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,108,000 Daniel Edwards, Chorley, Lancs
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancs
OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
1,316,250 Daniel Edwards, Chorley, Lancs
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHINOBI
65,650 James Thomas, Derby
STRIDER
26,400 James Thomas, Derby
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
539,520 Dominic Veal, Tring, Hearts
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
33,334,390 James Brown, Belper, Derbyshire
APB
$58,780 Andrew Buckly, Reading, Berks
BARBARIAN II
42,590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
343,440 James McAllister, Brentwood, Essex
BLASTEROIDS
128,750 John Stay, Lincoln, Lincs
BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
CRAZY CARS
14,870,030 Karl Rudolf, Redditch, Worcs
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
CHASE HQ
15,447,546 Matthew Knight, Plymouth, Devon
CYBERNOID II
240,450 Samir Al-Amar, Havant, Hants
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,090,225 James Sparshott, Orpington, Kent
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
HARD DRIVIN'
511,727 Andrew Buckley, Reading, Berks
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants
OPERATION THUNDERBOLT
466,400 Mark Homan, Henleaze, Bristol

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HINTS ON PLAY: Your attack spells are Creatures, Weapons (stronger but may backfire) and Elements (strongest but will rebound if successfully defended). These are defended by Sleep, Shield and Screen spells.

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Touch-Tone phones recommended. Computerdial Ltd., Guildford, Surrey GU1 4JU.

GOLD OF THE AZTECS

BY US GOLD/KINETICA

When bored ex-Vietnam war hero Bret Conrad inherits an ancient map revealing the location of priceless Aztec gold, his curiosity gets the better of him and he decides to see whether he can actually find the horde.

The five-level arcade adventure starts deep in the heart of the South American jungle and Bret instantly runs into trouble in the form of spear-throwing, arrow-shooting Pygmies. Fortunately firearms technology is on his side and he can dispatch the baddies with his Browning Hi-Power pistol. A few screens further on things start getting even more dangerous, with carnivorous plants, collapsing bridges and a very nasty panther to avoid.

The object on level one is to reach the entrance to the underground labyrinth, where the following four levels are set. There, even more danger lurks in the form of giant demons, killer bats, huge crocodiles and all manner of fiendish traps. But at the end there lies untold riches which could all be Bret's - as long as he plays his cards right!

▲ *Just hanging about (groan)...*

▼ ***Flamin' heck, talk about a hotfoot!***



UPDATE

Amiga and PC versions are out very soon, the former sporting better sound and graphics than the ST, and the latter version looking very similar in VGA mode. Other graphics cards are supported, but it obviously doesn't look quite so good.



▼ *Let 'em have it with the machine gun.*

ST
£19.99

From the very beginning this is a hard game, and there are certain situations that seem almost impossible to get out of. However, each screen is almost like a puzzle, and you've got to work out when to jump, roll, grab the ropes, shoot or whatever. The gameplay is nicely balanced, so that you seem to get a couple of screens further with every game, and as a consequence you keep on coming back for more just to see what lies around the next corner. The graphics are truly outstanding - Bret is brilliant in the way he strides manfully along, and some of the creatures are superb, particularly the panther, the huge elephant (what's that doing in South America? Escaped from a zoo I suppose) and the incredible giant stone demon on level four, which is a real stunner (and pretty nasty, too - just watch what it does to the sacrificial victim!). Gold of the Aztecs is a demanding game which'll have you tearing your hair out in frustration, but it's addictive and rewarding enough to keep you coming back for more. Give it a go if you're after a challenge.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	83%
VALUE	85%
PLAYABILITY	89%
OVERALL	87%


PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE
PLOTTING
ADDICTION!
Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?
It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.
Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!
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Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

Tell me about Yourself

Rev Hamish Macintosh Host

None

I saw Myself pick up the Paper Knife in the Reception at 10:00

The Top Floo

Mr Robert Forb the Top Floor Macintosh

...You

▲ Surely he wasn't stabbed

C+VG HIT!

BY US GOLD

MUR

Ladies and gentlemen, I'm sorry to report that there has been... a MURDER (gasp). Actually, there's been nearly 3 million of 'em (flippin' heck!), and guess who's got to solve them? Yep, you, and you've only got two hours to do each one, before Scotland Yard turn up and take over.

You can select which murder to solve by picking a date between 1914 and 1945, the name and type of the location, and the difficulty level. You can also fiddle with the appearance of your detective alter-ego, and this determines your sleuth's name.

Once into the game (after finding out who's been bumped off and how) you get to search the house, investigating objects, checking for fingerprints, questioning the suspects, and make notes to build up concrete, convicting evidence. But you'd better hurry, 'cos time is running out, and Scotland Yard's getting ever nearer...

Ghastley Manor

Ground Floor

The Driveway

Mrs Brenda Dimon Visitor

None

I saw Myself enter the Anteroom at 10:00

▲ Brenda's been seeing things.



ped with a palette knife?

RDER

▲ Hmm, do those fingerprints match?

UPDATE

Murder will be out soon on ST, PC and C64, so all you amateur dicks better start brushing up on your sleuthing skills.

AMIGA £24.99

Murder is the sort of game that takes a little bit of lateral thinking, a touch of intuition and a whole lot of skill to play. It's all too easy to point the finger at the wrong person, but think like a detective and you'll find yourself getting more and more into the thick of things, and the excellent monochrome graphics lend the game that essential period atmosphere. Interrogating each and every person about where they've been and what they've been up to unveils some pretty interesting info (some of the relationships that crop up are scandalous, to say the least!). There are also lots of little touches, such as the ability to change the appearance of your sleuth (I'm sure one looks like the great Hercule Poirot), and these add to the game no end. Overall, a top-notch product, and with three million levels, one that can be played again and again.

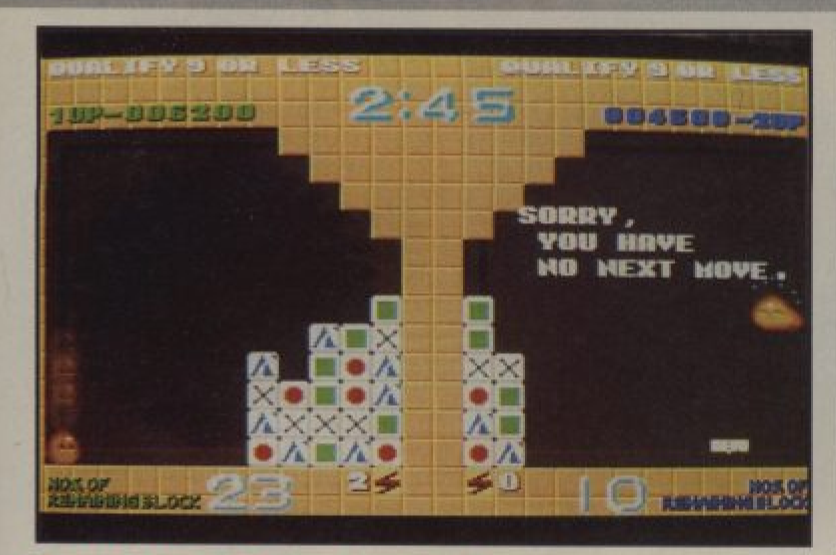
ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	93%
PLAYABILITY	94%
OVERALL	92%

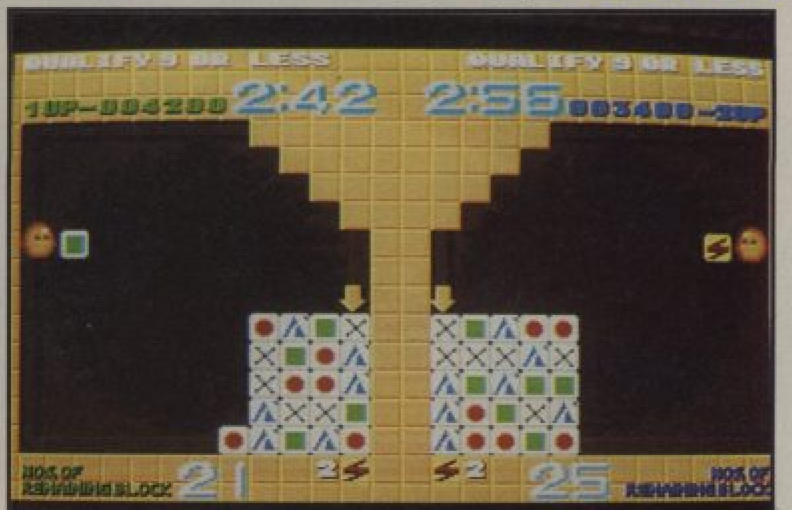


▲ Damn! And that was your most promising clue!





▲ Uh-oh! Game over, player two!



▲ Bad move player one!

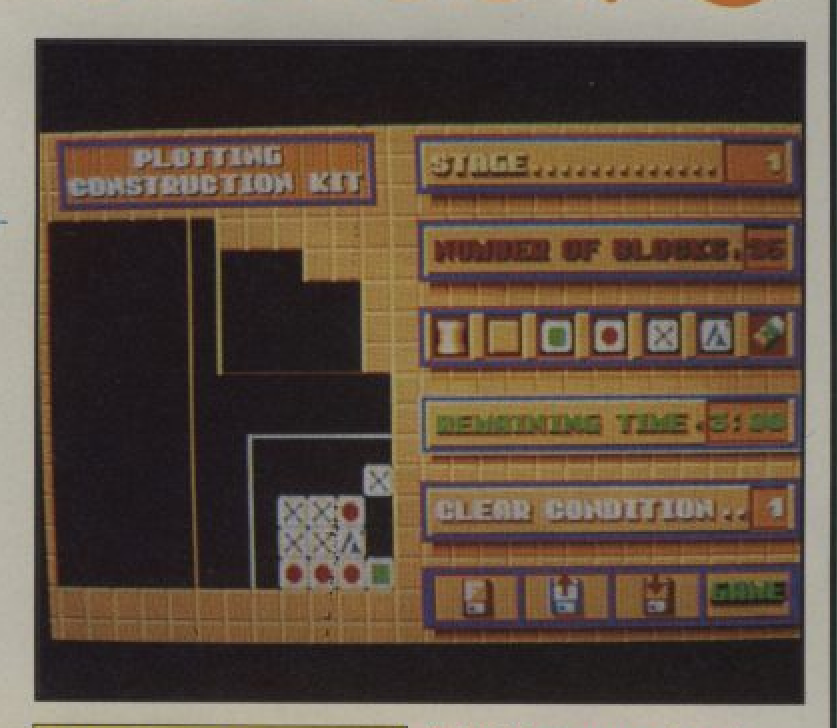
PLOTTING

BY OCEAN

This conversion of a little-known Taito coin-op puts you in control of a small orange blob-like thing, which has the amazing ability of hurling blocks about. But these aren't just ordinary blocks, mind you, because these all have little symbols on them. How exciting!

The aim of the game is to destroy a pile of said blocks by hurling another block with a particular symbol against blocks of the same "denomination". Once this happens, the blocks disappear, and in return, you get the last block to be hit. If there's no block (what a load of blocks - Ed) that can be returned, this counts as a miss. Three misses, and it's game over.

If you want, you can choose to play a split-screen two player game (with player one on the left, and player two on the right), or play in challenge mode. This is the same as the normal game played in a variable time limit, but if three or four blocks are disposed of, they appear on the other player's pile! Plotting also has a construction kit, with which you can create your own fiendish setups, then save them to disk for future use.



▲ Build your own levels with the construction kit.

UPDATE

Sorry, but all you 8 bit owners out there are going to have to go without, as Ocean have no plans at all to release Plotting for your machines.



AMIGA
£24.99

Apart from slight colour and sound differences, Amiga Plotting is exactly the same as its ST counterpart, and just as much fun. Grab it at the first opportunity.

OVERALL 94%

ST
£19.99

I confess to never having seen this game in the arcades, but I wish I had. For such a remarkably simple idea, Plotting is one of the most fiendishly addictive games I've played in many a moon. Throwing blocks doesn't sound like a gripping game idea, but, like Tetris, simple ideas usually work out to be the best. After the first few levels, the gameplay grabs you by the scruff of the neck, and refuses to let go. The two player mode adds more to the game, and in challenge mode, things go from good to hysterical. Just when you think you've cleared a screen, the other player throws a few more blocks on your side of the screen! The graphics are small and cute (the blob bouncing with glee when a screen is cleared is a really nice touch), and the sound fits things nicely. Plotting has that spark of originality that makes it refreshing to play, and well worth paying good money for.

ROBERT SWAN

GRAPHICS	91%
SOUND	90%
VALUE	94%
PLAYABILITY	96%

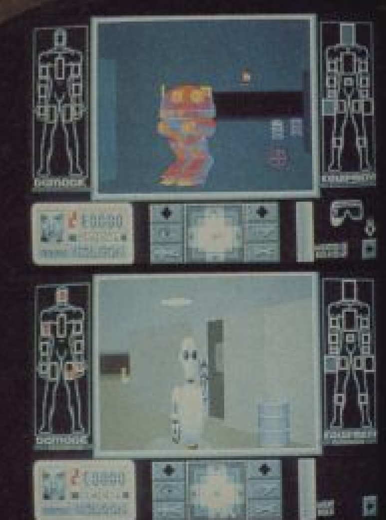
OVERALL 94%

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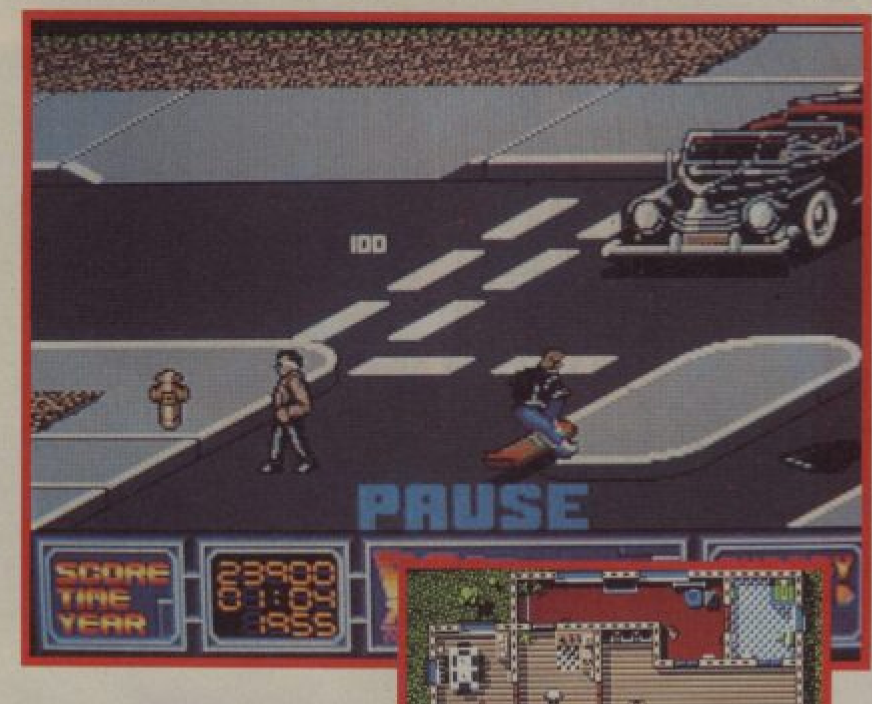
- Total freedom of movement throughout a 3 dimensional environment.
- 16 levels played over an area of 1,296,000 ft
- Featuring a unique self-portrait digitized image (see pack for details).

BY IMAGE-WORKS

Marty McFly, having travelled back to 1955 in Doc Brown's DeLorean time machine, has now been whisked into the future with his girlfriend Jennifer to sort out their kids. Confused? You will be.

Once there, Marty buys a sports almanac, giving the results for every event from 1950 to 2000, with which he plans to make big bucks back in 1985. Doc finds out, and talks him of changing his destiny.

Marty's arch-enemy, a very wrinkly Biff Tannen,



▲ *Open the doors for Jennifer in level two.*

BACK TO THE FUTURE 2

steals both the almanac and the DeLorean, and jumps back to 1955. There, he gives the book to his younger self, to set himself up in 2015. So Marty is now in a race against time to destroy the book and return everything to normal.

The game is split into five levels, each representing separate parts of the film. Level one is set in 2015, with Marty hoverboarding through the streets of Hill Valley towards the Town Hall.

Level two is a logic puzzle. Jennifer, having been found by the police, has been taken to her future home. Viewed from above, you have to help Jennifer escape, without bumping into any of the computer-controlled occupants.

Level three features Marty in a drastically altered 1985. Moving from left to right along a horizontally-scrolling screen, you've got to make your way to the DeLorean without being beaten up!

Level four is back in 1955, and is a sliding-block puzzle. You have to rearrange the scene from the Enchantment under the Sea dance within a set time limit. From there, it's onto level five, and back onto the hoverboard. Biff's got the almanac, and you've got to chase him around Hill Valley, until you can lay your hands on the book, dispose of it, and set everything to rights.

▼ *You be careful on those roads, Marty!*



ST
£19.99

As a great fan of all three movies, I had high hopes for Back to the Future II. But after playing the game, I feel disappointed. The intro sequence with the DeLorean blasting off into the sky is a nice idea, but poorly executed (the car jerks along like a slug with bunions). Once into the game, things don't really pick up. The hoverboarding levels are alright, but the logic puzzles just don't fit in. Why not use other parts of the film, like flying the DeLorean in 2015, or being chased through Biff's Treasure Palace in 1985? The graphics are rough but adequate, and the characters look somewhat like their movie counterparts (with the exception of Marty, who could be anybody). Sound is a ho-hum rendition of the theme tune, along with so-so spot effects (what, no samples?), but it's the playability that's lacking. The hoverboard levels start to drag after a while, and sorting out sliding block puzzles gets more and more tedious with each play. BTTF II isn't a total disaster, but you do get the feeling that a lot more could have been made from it.

ROBERT SWAN

GRAPHICS	71%
SOUND	65%
VALUE	62%
PLAYABILITY	66%

OVERALL 67%

UPDATE

Amiga, Spectrum, C64 and Amstrad versions are all on their way - we'll give you an update in a future issue.

All is silent in the Matrix. As your simulated Surface Reconnaissance Vehicle rolls over the glowing, computer-generated checkerboard surface on its light-treads, you keep a keen eye out for hostile simulcraft.

Suddenly, a horseshoe-shaped Recogniser surges upward from the void below the grid and spins to face you. With a low hum, a ball of light forms between its pincers and accelerates toward the SRV, slamming into its right flank and shunting it sideways.

A red light on the panel before you indicates a power drain on the right shield. The treads blur as you spin your vehicle right, lining up the Recogniser's headpiece with the cannon sight. You release a rapid volley of six shots and in a blaze of light the Reco' disintegrates into its component polygons.

Deciding that speed is the best defence in this matrix, you spread the SRV's wings and ignite the solid fuel booster. Your craft rises gracefully above the battlescape and you head off, searching for the rogue energy projectors which are transporting deadly computer-generated Simulcraft into the real world.

There are 30 matrices to conquer, all swarming with the computer's simulcraft - opponents fit to challenge the skills of even a champion Simulcra pilot like you. Luckily, your vehicle is specially designed for this type of battle, and most hostile craft yield to a few blasts from your energy cannon. Once destroyed, surface craft and structures, such as the laser towers, leave behind spinning polyhedrons which can be transformed into extra equipment for the SRV - radar scanners, speed-ups, fire-and-forget





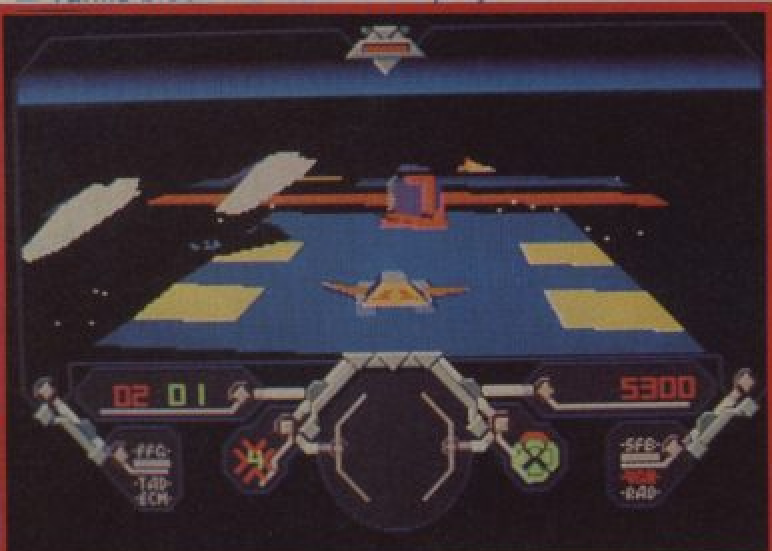


SIMULCR





▲ Tanks block the route to the projector.



▲ The projector! Aim and fire!



missiles and variable geometry (swing) wings.

To further protect itself, the computer has thrown up impassible energy barriers which can only be deactivated by destroying the energy projectors creating them. When all of a matrix's projectors are gone, the matrix breaks up and you're transported to the next in the set of five. Once those are conquered it's on to the next scenario, where the computer is constructing even more varied and deadly weapons systems to test your skill...



RA

BY MICROSTYLE

C+VG HIT!

UPDATE

An Amiga version is out as you read this, and as far as gameplay goes it will be identical, the only differences being spruced up graphics and sound. Price, as with the ST version, is £24.99.

ST £24.99

Well, what can I say? Another Graftgold release - another title to add to the C+VG List Of All-Time Classics. Simulcra combines Battle Zone with Tron to produce a tremendous 3D shoot 'em up, the like and standard of which I've not seen in years. The graphics are absolutely superb - glittering explosions, swooping bombers, menacing helicopters sinister-looking tanks, and even the occasional Tron-ship (watch out for the mini Solar Sailors!). The bright, glowing colours look really beautiful against the empty blackness, too, and the objects are light-source-coloured with shadows to make them look that little bit more wonderful. Even when the screen is packed with polygons, the game still zips along, and the speed with which the landscape shifts around the SRV is astounding. The pace of the game makes playing it a totally dextral experience, and all your joystick skills will be called upon when you blunder onto a platform surrounded by six laser towers which promptly train their sights on you and begin blasting your shields off. The pickups and the flight mode build the basic blasting into something really special, and Simulcra is undoubtedly a game that will keep any ST owner awake way after bed time. Try it and see.

PAUL GLANCEY

GRAPHICS	94%
SOUND	85%
VALUE	87%
PLAYABILITY	92%
OVERALL	92%

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TO BE CONTINUED...

SO, WHAT IS THERE?

BACK

Cheesed off that you missed an all-important issue of C+VG? Well, fret no more, because here's your opportunity to fill the missing gaps in your collection and catch up on all-information that you'd otherwise miss out on.

Simply check out the issues, fill in the box below, ticking which issue(s) you want and send a check or postal order made payable to C+VG for the correct amount of cash.

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FREE Judge Death pull-out poster! Game of the Month: Ocean's Rastan Saga. Other HIT! reviews include Star Wars, Combat School, Tetris, King of Chicago. Stacks of Nintendo reviews - Gumshoe, Tennis, Wrecking Crew and Balloon Fight! The Great All-Comers Joystick Review.



MAR 88
Super Arcade Action: Thunderblade, Final Lap, Shinobi, Twin Cobra, Ninja Warriors, Blasteroids Vigilante and Thundercade. Platoon Map and Mega Tips. Mean Machines: Commando on the Nintendo, World Grand Prix, Enduro Racer, Hang On and Afterburner special (all Sega)!

APR 88
Loads of tips plus Rastan Saga and Black Lamp maps. Arcade Action: Mr Heli, Heavy Barrel, Twin Cobra. Mean Machines: Nintendo Stinger and SDI, Alien Syndrome, Zillion 2 and Zaxxon 3D on the Sega.

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FREE BADGE featuring R-Type, Road Blasters or (courtesy Nintendo) Super Mario Bros! Mapped: Rastan level four onward, Frightmare. Arcade Action: Galaga '88, Vulcan Venture, Kageki. Sega reviews: Teddy Boy, Fantasy Zone, World Soccer, Kung Fu Kid, Double Dragon. PC Engine preview!





JUNE 88
FREE Barbarian II poster. Fantastic Karnov maps and tips. Arcade Action: Continental Circus, Dead Angle, Super Ranger. Mean Machines: Alex Kidd, Space Harrier 3D, Super Wonderboy (all Sega).

JULY 88
Dungeon Master maps and tips. Arcade Action: Chopper I, F1 Dream, Dragon Ninja. Mean Machines: Pro Am, Rad Racer, Metroid (Nintendo).

AUG 88
MAPPED! Netherworld, Obliterator, Thundercats. Pick of the Theme Parks feature. Arcade Action reviews Forgotten Worlds and Cyber Tanks. Mean Machines: Chan and Chan (PC Engine), Rescue Mission and Aleste/Power Strike on Sega.

SEPT 88
Starglider II reviewed! Space Harrier and Gauntlet mapped. I-MAX megascreen cinema feature. Arcade Action: Record Breakers, New Zealand Story. Mean Machines: Legend of Zelda, Punch Out and Pro Wrestling (all Nintendo).

OCT 88
Enormous Bard's Tale I, II and III hints and tips. Loads of mini tips. Arcade Action: Legend of Makaj, Dynamite Dux, Cabal. Mean Machines: Aztec Adventure, Shinobi, Penguin Land (all Sega). PC Engine update.

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FREE! Spectrum and C64 R-Type Demo Cassette. Last Ninja II map part one. Mean Machines: Mario Bros I (Nintendo), Thunderblade (Sega), Punch Out tips. Arcade Action Chase HQ, Superman, Ninja Spirit and Ninja Kazan.

DEC 88
Special football game feature. Massive tips section, with loads of incredible Sega and Nintendo tips, Starglider II solution, Armalyte maps and Last Ninja II maps and tips for levels 4, 5, 6 and 7. Arcade Action special, with London Arcades report and arcade tips, plus Robocop and Power Drift. Mean Machines: Captain Silver, Lord of the Sword, Golvellius, Nintendo Soccer, Rambo III (all Sega), Double Dragon (Nintendo and Sega). Unbelievable Legend of Zelda maps and tips



JAN 89
Arcade Action: Last Apostle, 3D Enforce, Ghouls 'n' Ghosts, Mr Do, Kuri Kinton. Mean Machines: Mega Metroid maps 'n' tips, Castlevania, Top Gun (both Nintendo) Shanghai, Great Baseball (both Sega). Amazing report from Japan.

FEB 89
FREE complete game cassette for the Spectrum and C64! Amazing R-Type maps and tips for the complete game. Arcades: Double Dragon II, Hot Chase, Fighting Hawk, Wheels Runner, Shadow Warriors, Wonderboy III. Mean Machines: Great Golf, Great Football, Rad Racer review and mega tips + special consoles news feature.

ISSUES



MEGA BONUS OFFER

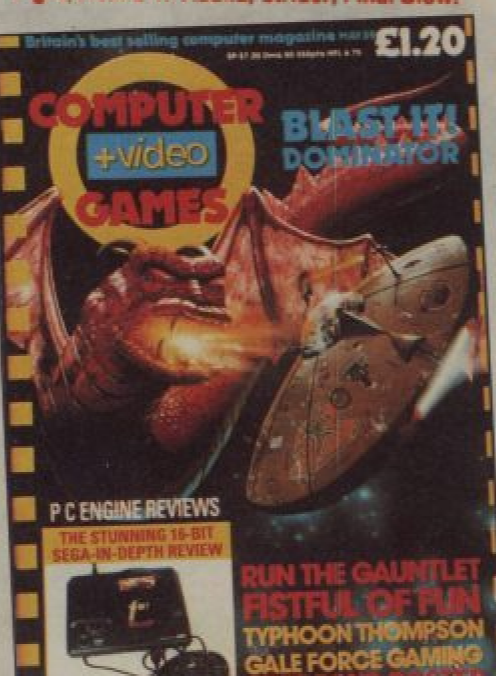
And how's this for a mega bonus offer? Anyone buying back issues will be automatically entered for our super bonus draw, with two fab consoles of your choice of four as the top prize (either a Megadrive, PC Engine, Lynx or Gameboy). All you've got to do is answer the ludicrously simply question on the order form, and the first one pulled out on Sept 1st will win its sender the machines of his or her choice. Brill, eh?

MAR 89

Arcade Action: Hard Drivin', Ikari Warriors III, Metal Hawk, Winning Run, Tetris, Marc, Apache 3, Operation Thunderbolt. Mean Machines: Big Konix feature, Rampage, Rastan Saga, Bomber Raid, Y/S, Phantasy Star, R-Type (all Sega) Plus loads of tips.

APR 89

Mega Mean Machines special: Sega Cyborg Hunter, Nintendo Mach Rider, Baseball and Gradius. PC Engine CD-ROM report. Space gine). Arcade Action: Missing in Action, Image Fight, Asuka 'n' Asuka, Strider, Final Blow.



MAY 89

FREE 007 poster. Vigilante player's guide. Arcade Action: Nastar, Fighting Fantasy, Rambo III, Counter Force, Down Town, Mad Gear. Mean Machines: historic first Megadrive machine review. Altered Beast, Time Soldiers, Vigilante California Games (Sega), Moto Roader (PC Engine)

JUNE 89

BRILLIANT FREE Computer-generated car/Silkworm poster! Zak McKracken and Sega Golvellius mapped! Arcade Action: Crackdown, Bay Route, Crime Fighters, Prehistoric Isle. Mean Machines: PC Engine Dungeon Explorer, P-47 and Son-Son II and Sega Galaxy Force II.

JULY 89

Incredible FREE! computer-generated bike poster. First ever Game Boy machine review. Hard Drivin' mega tips. Shinobi maps and tips. Arcade Action: Dynasty Wars, Golden Axe, Mechanized Attack, Night Striker, Legend of Hero Tonma. Mean Machines: Super Mario II (Nintendo)

NOV 89

Mighty tips section: Nintendo Castlevania solved, arcade Super Monaco GP screen by screen guide. Arcade Action: Four Trax, Street Smart, Cyber Police, Omega Fighter. US coin-op show report. Sega Wanted and Casino Games. PC Engine Rock On, Game Boy Tetris, Marioland and Soko Ban reviewed. PC Engine II/Megadrive peripheral news!

DEC 89

FREE Hard Drivin' badge! PC Engine Super Grafx revealed! Batman mapped and Xenon II tips! Mean Machines: Sega Tennis Ace and Cloud Master, PC Engine Bloody Wolf!

FEB 90

Arcade Action: R-Type II, DJ Boy and The Next Space. Unbelievable Mean Machines: Super Shinobi, Forgotten Worlds, Kujaku II (Megadrive), Mr Heli (PC Engine), Track and Field II, Life Force, Wizards and Warriors, Cobra Triangle and Mega Man (all Nintendo),

MAR 90

Free Black Tiger poster. Fabulous Space Ace screen-by-screen player's guide. Myth maps for levels 1 and 2. Superb Console Crazy CES show report. Arcade Action: Aliens, Badlands, Astynax, Klax. Mean Machines: Golden Axe, Super Hang-On, Tatsujin (both Megadrive), Double Dribble, Robo Warrior (both Nintendo), Shinobi, PC Kid (both PC Engine), Scramble Spirits (Sega).

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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1	Italy 1990	US Gold	●	●	●	●	●
2	-	Kick Off 2	Anco	-	●	-	●	●
3	3	Pro Boxing	Code Masters	●	●	●	-	-
4	-	Football Mngr W Cup	Addictive	●	●	●	●	●
5	4	Paperboy	Encore	●	●	●	●	●
6	9	World Cup Soccer	Virgin	●	●	●	●	●
7	7	Manchester Utd	Krysalis	●	●	●	●	●
8	2	Fantasy Dizzy	Code Masters	●	●	●	-	-
9	8	Indy Temple o' Doom	Kixx	●	●	●	-	-
10	-	World Cup Chall	Players	●	-	●	-	-
11	-	Jack The Nipper 2	Kixx	●	●	●	-	-
12	10	Rock Star	Code Masters	●	●	●	●	●
13	-	Big Trub/Little China	Alternative	●	●	●	-	-
14	-	Turrican	Rainbow Arts	●	●	●	-	●
15	-	Last Ninja	Alternative	-	●	-	-	-
16	13	Dragon's Lair	Encore	●	●	●	-	-
17	6	Road Blasters	Kixx	●	●	●	-	-
18	5	Yogi's Grt Escape	Hitec	●	●	●	-	-
19	-	Vindicator	Hit Squad	●	●	●	-	-
20	16	Football Champions	Cult	●	●	●	-	-







Kick Off 2 rockets to the top of the chart, though, surprisingly, US Gold's footballing effort still pips it to the number one position. I wouldn't expect Italy 1990 to survive another month at that position, especially not now the World Cup is just a distant memory.

AMIGA TOP 20

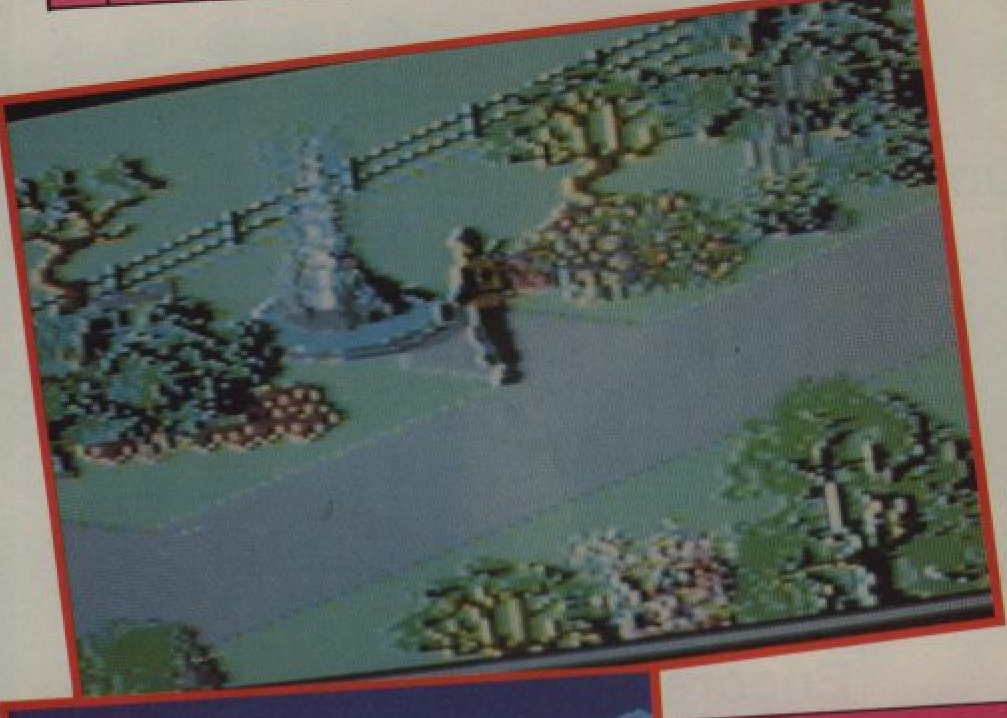
1	-	Kick Off 2	Anco	95%
2	1	Italy 1990	US Gold	77%
3	-	Turrican	Rainbow A	94%
4	-	Damocles	Novagen	95%
5	4	Italia 1990	Code Mstrs	28%
6	3	Midwinter	Rainbird	96%
7	-	AMOS	Mandarin	82%
8	-	Ninja Turtles	Ultragames	82%
9	-	Rorke's Drift	Impressions	70%
10	-	Battle of Britain	US Gold	80%
11	-	Emlyn Hughes	Audiogenic	65%
12	20	688 Attack Sub	EA	83%
13	16	T I Dizzy	Code Mstrs	80%
14	1	F29 Retaliator	Ocean	96%
15	10	World Cup 90	Virgin	82%
16	-	World Cup Compil	Empire	89%
17	-	Last Ninja 2	Activision	83%
18	-	Might & Magic 2	US Gold	75%
19	9	Football Manager 2	Addictive	59%
20	11	Player Manager	Anco	85%

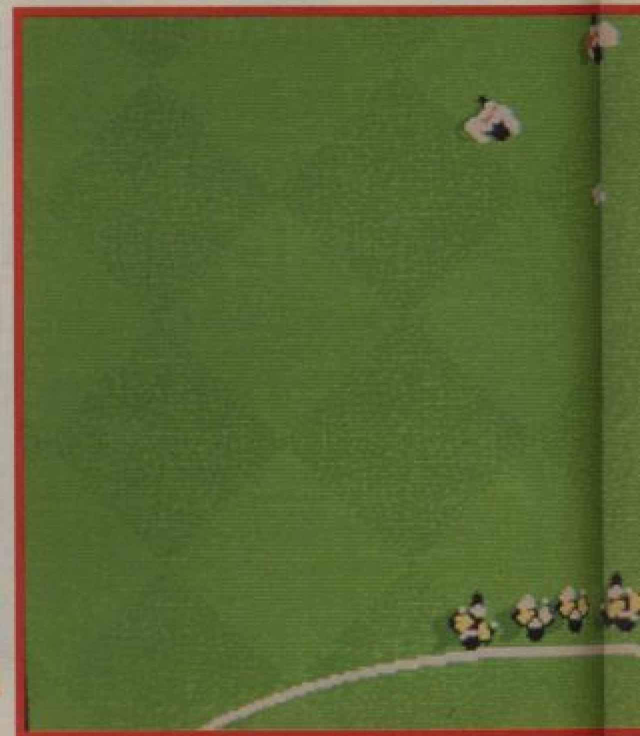


Blimey heck! Kick Off 2 takes the top spot of course, but what is really astounding is that Teenage Mutant Ninja Turtles is at number 8 already - and it's only available on import from the USA!! They're going to have to invent new chart positions when Mirrorsoft release their UK Turtles game later in the year!

PG'S TIP FOR THE TOP

Next month's number one will either be Kick Off 2 again, or if the clairvoyant properties of my corns are anything to go by, the Turtles game.







Alternative bring Last Ninja out of retirement to boot Fantasy World Dizzy down to eleventh place. I've a feeling Last Ninja could be the next chart-topping budget favourite, like Paperboy was a couple of months ago.

PG'S TIP FOR THE TOP

International 3D Tennis is still to make an appearance, but it wasn't in the shops for this chart so, erm, that might explain it. Mebbe next month, eh?

C64 TOP 20

1	1	Italy 1990	US Gold	70%
2	-	Last Ninja	Alternative	87%
3	3	Pro Boxing	Code Mstrs	77%
4	4	Paperboy	Encore	68%
5	-	Manchester Utd	Krysalis	77%
6	10	World Cup 90	Virgin	76%
7	-	Quattro Sports	Code Mstrs	73%
8	7	Dragon's Lair	Encore	53%
9	-	Football Manager	Addictive	66%
10	5	Yogi's Grt Escape	Hitec	84%
11	2	Fantasy Dizzy	Code Mstrs	81%
12	-	Kick Off 2	Anco	80%
13	11	Indy Temple Doom	Kixx	50%
14	-	Turrican	Rainbow A	93%
15	6	Road Blasters	Kixx	59%
16	-	Singe's Castle	Encore	79%
17	17	Jack The Nipper 2	Kixx	75%
18	-	Big Trub Li'l China	Alternative	50%
19	-	Adidas Football	Ocean	59%
20	-	Vindicator	Hit Squad	70%

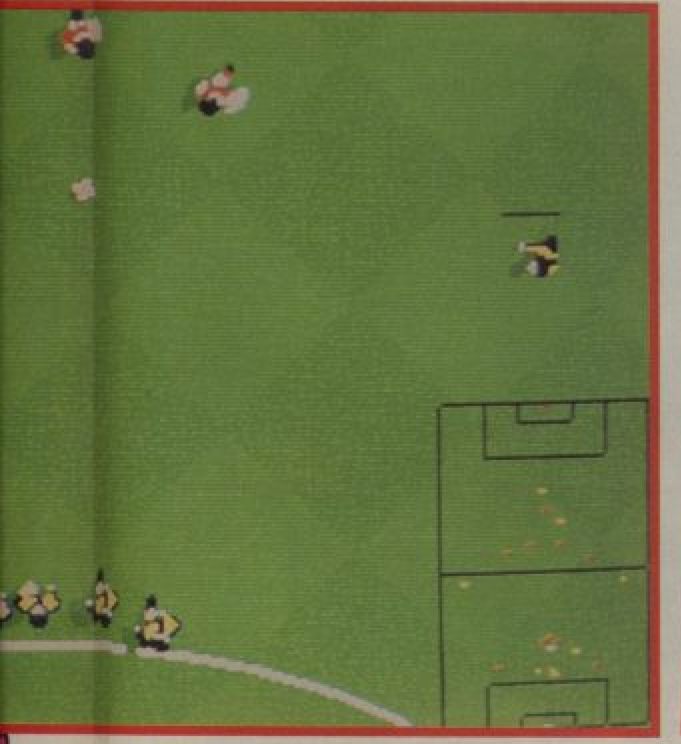
ATARI ST TOP 20

1	-	Kick Off 2	Anco	95%
2	-	F29 Retaliator	Ocean	60%
3	2	Italy 1990	US Gold	79%
4	1	Rainbow Islands	Ocean	88%
5	3	Italia 1990	Code Mstrs	28%
6	-	Sim City	Infogrames	88%
7	-	Emlyn Hughes	Audiogenic	65%
8	-	Rorke's Drift	Impressions	75%
9	-	Damocles	Novagen	93%
10	-	Pipemania	Empire	90%
11	11	Rock Star	Code Mstrs	80%
12	-	Thunder Blade	US Gold	78%
13	12	World Cup '90	Virgin	88%
14	-	Football Mngr W C	Addictive	55%
15	19	Tennis Cup	Loriciels	85%
16	-	Metrocross	US Gold	70%
17	20	Xenomorph	Pandora	92%
18	-	Ivanhoe	Ocean	75%
19	-	Dragon's Lair	Readysoft	44%
20	7	Grim Blood	Mastertron	56%

What did I say last month? Kick Off 2 straight to number one? And what's it done? And is it surprising? Of course not, so it wasn't much of a prediction. Sim City and Damocles are finally out and climbing, but I reckon KO2 will hog the top slot for a fair few months.

PG'S TIP FOR THE TOP

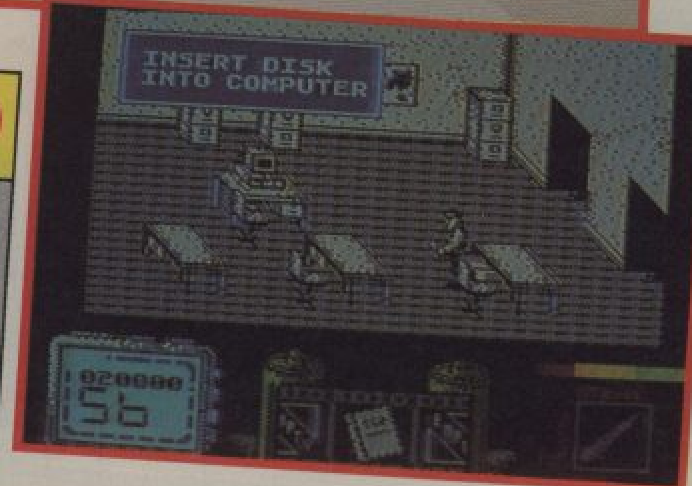
Well of course, Kick Off 2 is going to be at the top again next month, but Flood deserves to be up there somewhere.





SPECTRUM TOP 20

1	1	Italy 1990	US Gold	70%
2	-	World Cup Chall	Players	72%
3	-	Football Man W Cup	Addictive	69%
4	2	Fantasy Dizzy	Code Mstrs	80%
5	3	Pro Boxing	Code Mstrs	79%
6	15	Indy Temple Doom	Kixx	75%
7	4	T I Dizzy	Code Mstrs	80%
8	-	Jack The Nipper 2	Kixx	77%
9	8	Paperboy	Encore	89%
10	-	Football Champs	Cult	75%
11	-	Pro Tennis Sim	Code Mstrs	73%
12	9	Rock Star	Code Mstrs	79%
13	14	Vendetta	System 3	88%
14	5	Manchester Utd	Krysalis	85%
15	7	Wonderboy	Hit Squad	60%
16	10	Yogi's Grt Escape	Hitec	80%
17	-	Thomas Tank Eng	Alternative	78%
18	-	Big Trub Li'l China	Alternative	50%
19	-	World Cup Soccer	Virgin	75%
20	20	Dragon's Lair	Encore	70%



The last remnants of World Cup fever are still clustered at the top of the chart, but wouldn't have thought they'd be there for much longer. None of the full price titles look like Number One position, so I guess next month's top positions will be taken by budget gear.

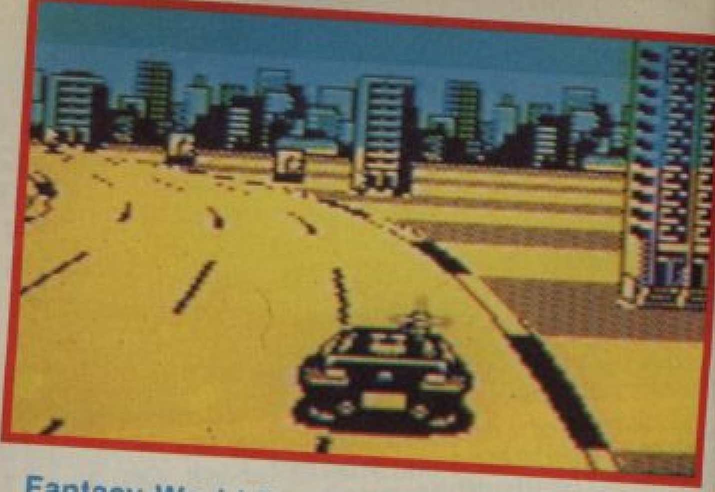
PG'S TIP FOR THE TOP

...And the budget gear I'm backing for number one is that nifty platform game they call Impossible Mission 2.

THE C+VG CHARTS

AMSTRAD TOP 20

1	2	Pro Boxing	Code Mstrs	77%
2	20	Italy 1990	US Gold	79%
3	-	World Cup Chall	Players	56%
4	-	Big Trub Li'l China	Alternative	59%
5	-	Football Mngr WC	Addictive	68%
6	3	Indy Temple Doom	Kixx	77%
7	-	Vindicator	Hit Squad	70%
8	4	Paperboy	Encore	85%
9	1	Fantasy Dizzy	Code Mstrs	85%
10	6	Jack the Nipper 2	Kixx	77%
11	9	World Cup 90	Virgin	77%
12	-	Chase HQ	Ocean	94%
13	7	Road Blasters	Kixx	70%
14	-	Pro Tennis Sim	Code Mstrs	70%
15	11	Football Champs	Cult	75%
16	-	Singe's Castle	Encore	78%
17	12	D T's Super Test	Hit Squad	86%
18	18	Dragon's Lair	Encore	78%
19	15	Rock Star	Code Mstrs	80%
20	-	Quatro Sports	Code Mstrs	70%



Fantasy World Dizzy takes a tumble right down to the number nine slot, knocked out of it's position by Code Master's popular Pro Boxing. Italy 1990 makes a sudden leap up the chart, but may well disappear next month, along with World Cup fever.

PG'S TIP FOR THE TOP

One of Domark's coin-op conversions, either Klax or Robot Monsters (or both) should have zipped up into the heights of the chart by next month.

PC ENGINE TOP 5

1	-	Don Doko Don	93%
2	-	Download	89%
3	-	Paranoia	80%
4	-	Samurai Warrior	73%
5	3	Atomic Robo Kid	85%

MEGADRIVE TOP 5

1	-	Ghostbusters	82%
2	1	Thunderforce III	94%
3	-	Columns	94%
4	2	Whip Rush	69%
5	-	Dai Sempu	73%

PC ENGINE

Crazy platforms and hammers action is flavour of the month amongst PC Engine owners, and Don Doko Don is followed by the tremendous Cyberpunk blast, Download. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden (071 2401765).

MEGADRIVE

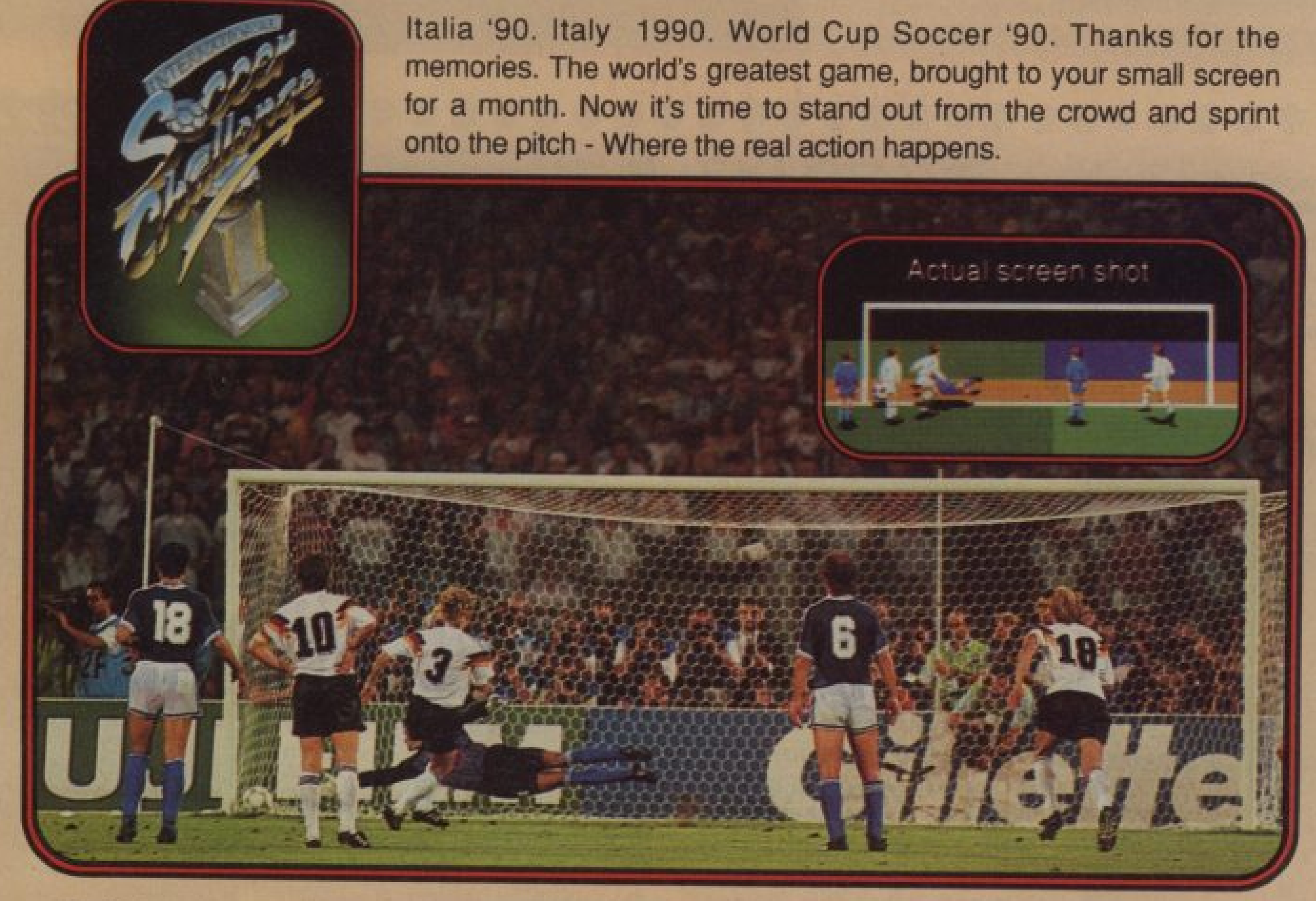
No surprises at the top of this chart, but expect Cyberball and E-Swat to be up there next month. How has the very average Whip Rush managed to hang in there? Another chart brought to you in association with Spectresoft of Covent Garden.



THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.

Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

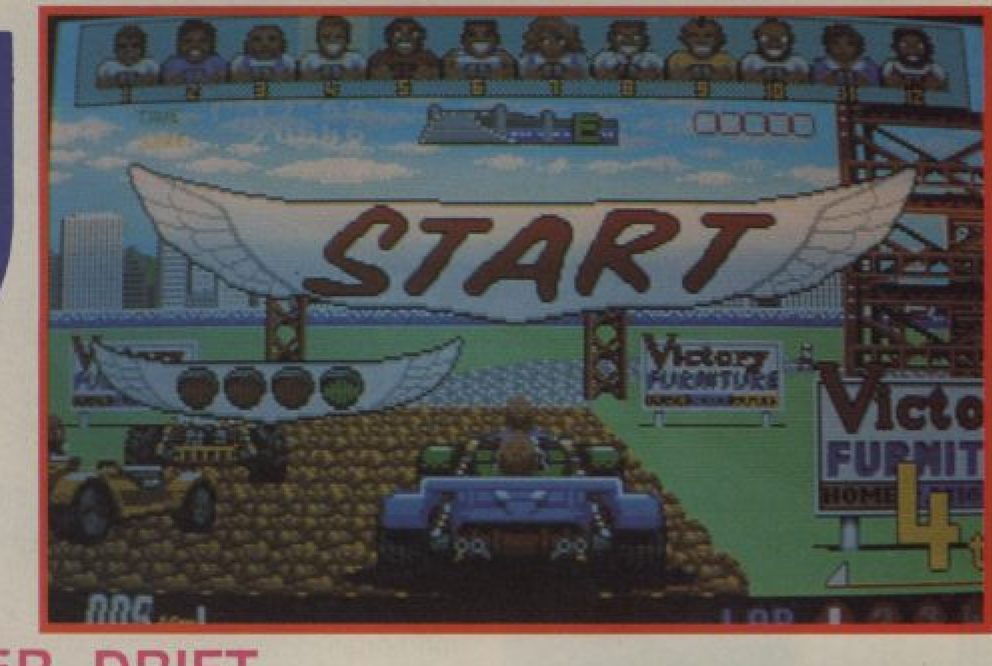
- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

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UPDATE



POWER DRIFT
ACTIVISION

Having been around for the other machines for quite some time now, Sega's mega coin-op burns its way onto the PC, and the big question is - has it been worth the wait? Well, yes and no. Yes, if you have an 8Mhz+ machine with EGA graphics and a sound board, because then Power Drift is fast, looks good and sounds great (loads of digitised speech, already!). If you don't have that kind of setup you're in for a bit of a disappointment, because on lesser machines it's slow and jerky and the sound is an annoying cacophony of blips and buzzes. The game itself is fairly playable, though, if a little easy. Your buggy is easy enough to control, but flickers like crazy when you fall over the edge of the track, and all of the other cars look remarkably similar.

PC
£29.99

A decent conversion but you need a mega expensive, top-of-the-range machine to really appreciate it, and the price is a major putoff.

OVERALL 80%

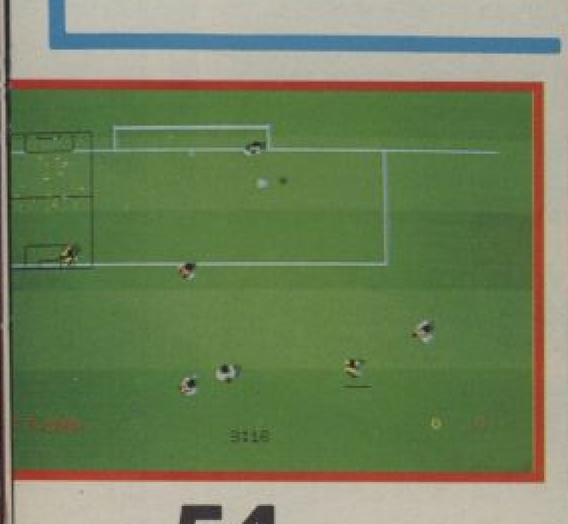
KICK OFF 2
ANCO

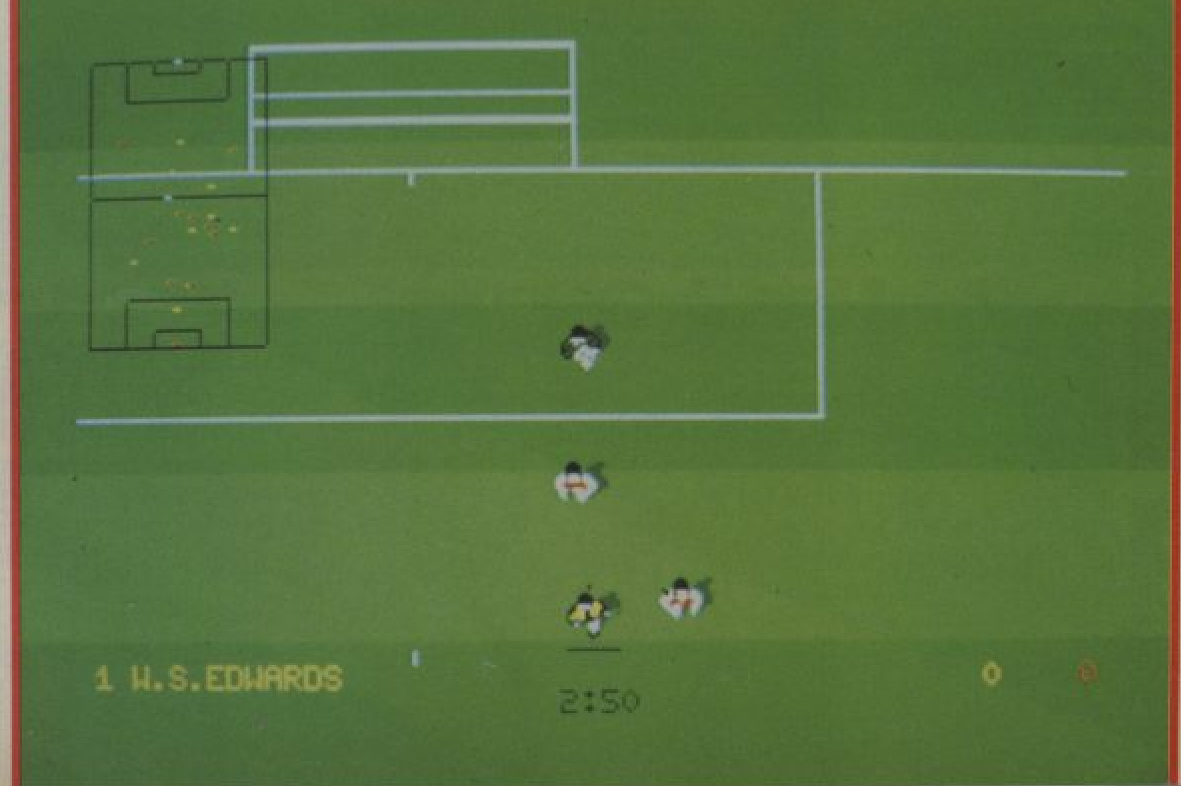
All right, so England didn't win the World Cup but that didn't stop the C+VG First XI going absolutely bananas over KO2 on the Amiga. Now the greatest footy game ever has surfaced on the ST, and pretty dashed good it is too. While it's not as graphically polished as the Amiga (no advertising boards around the pitches, which all look the same - dark and light green strips), the ST version plays faster. Apart from that, though, all the features of the Amiga version are there (the kit design is more comprehensive on the ST, funnily enough). Kick Off 2 is the best football game ever to grace the ST, and if you don't believe me, I'll burst into tears (don't cry for me, Maradona!). Roll on 1994...

ST
£19.99

What more can one say? If there's a footy game better than this, we want to know about it.

OVERALL 95%





BLOODWYCH
MIRRORSOFT

Time for another crystal hunt in Treihadwyl Tower, this time in the C64 version of Bloodwych. Guide your four-creature party through many perilous levels, dealing death to hideous monsters, hunting for keys, spells, potions and weapons, then get the hell out before your tea gets cold. Slight graphical differences aside, this version is practically identical to all the other versions of this game. The command icon system is just as flexible, the two player mode works very well and the gameplay is engrossing and fun. The only quibble is with the joystick control which gets a bit tiresome when you have titchy icons to place your cursor on.

C64
£9.99

An atmospheric role-player with hours of exploring to get on with.

OVERALL 88%





THE LOST PATROL
OCEAN

Ocean's first attempt at the Cinemaware-style RPG with arcade action really has been lost - for about six months in fact. It puts you in command of a platoon of soldiers lost behind VietCong lines after a helicopter crash. As top man, it's up to you to get the boys across extremely hazardous country and back to HQ safe and sound while keeping their morale high. Enemy attacks are dealt with in nicely staged Op Wolf-esque subgames, and when you run across a village you can either terrorize the inhabitants with automatic weapons or ask them nicely for information. Apart from these few high points there isn't a whole lot of excitement or tension to be had from this game, though. There are some beautiful scenery graphics, but by their third appearance you're counting the seconds until you get back to the game, but even that, for the most part, consists of watching a red marker track across a map. As with F-29 Retaliator, Lost Patrol's documentation (the piece of paper plus errata sheet) is unimpressive, and if Ocean want to compete with the likes of Cinemaware they really need to put a more substantial manual in the package.

AMIGA
£29.99

Great to look at, but lacks the excitement and atmosphere to make it a completely gripping game.

OVERALL 73%

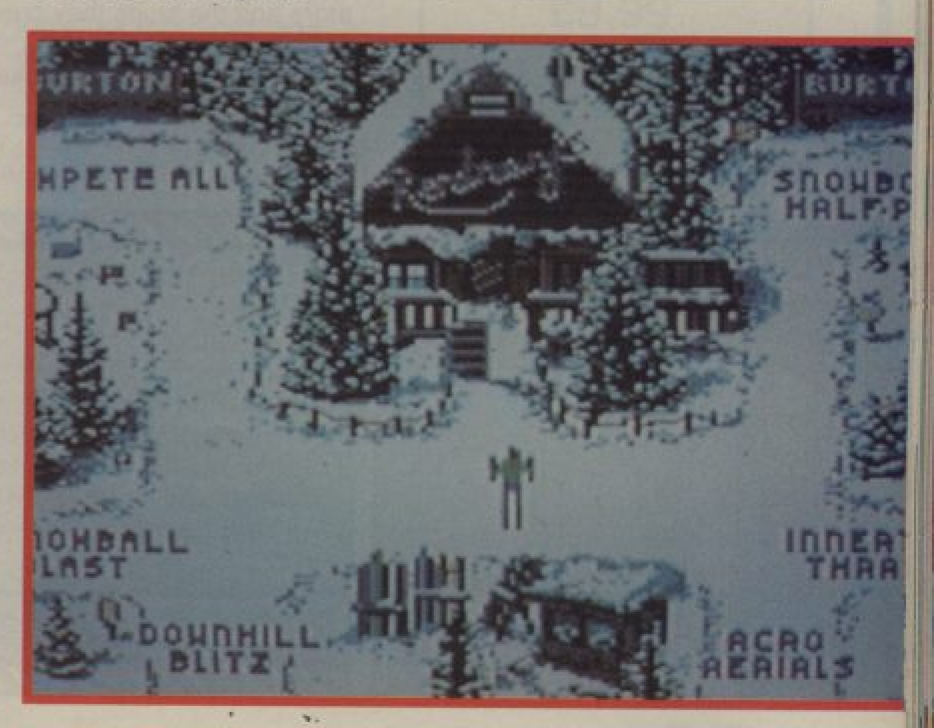
SKI OR DIE
ELECTRONIC ARTS

Get your skis on, get down to Rodney's ski store and put your name down for the sassiest set of snow sports in history previously seen on PC only. Snowball blast is a sort of Operation Wolf, but you get to splat a field full of kids (and the occasional penguin) with snowballs. Acro Aerials is a crazy ski-jump stunt affair with eleven crazy twists and flips to try. Innertube Thrash is a sort of cut-down Toobin' in which you and a mate have to try to be the first to reach the other end of an ice chasm while trying to puncture your opponents toob. Skiing down (and off) cliffs is the idea of Downhill blitz, but any stunts you can manage bestow bonus points. Top fun, though, is the Snowboard Half-Pipe, in which you snowboard down a trench, swinging from wall to wall, and performing unbelievable gyrations under the critical gaze of Rodney.

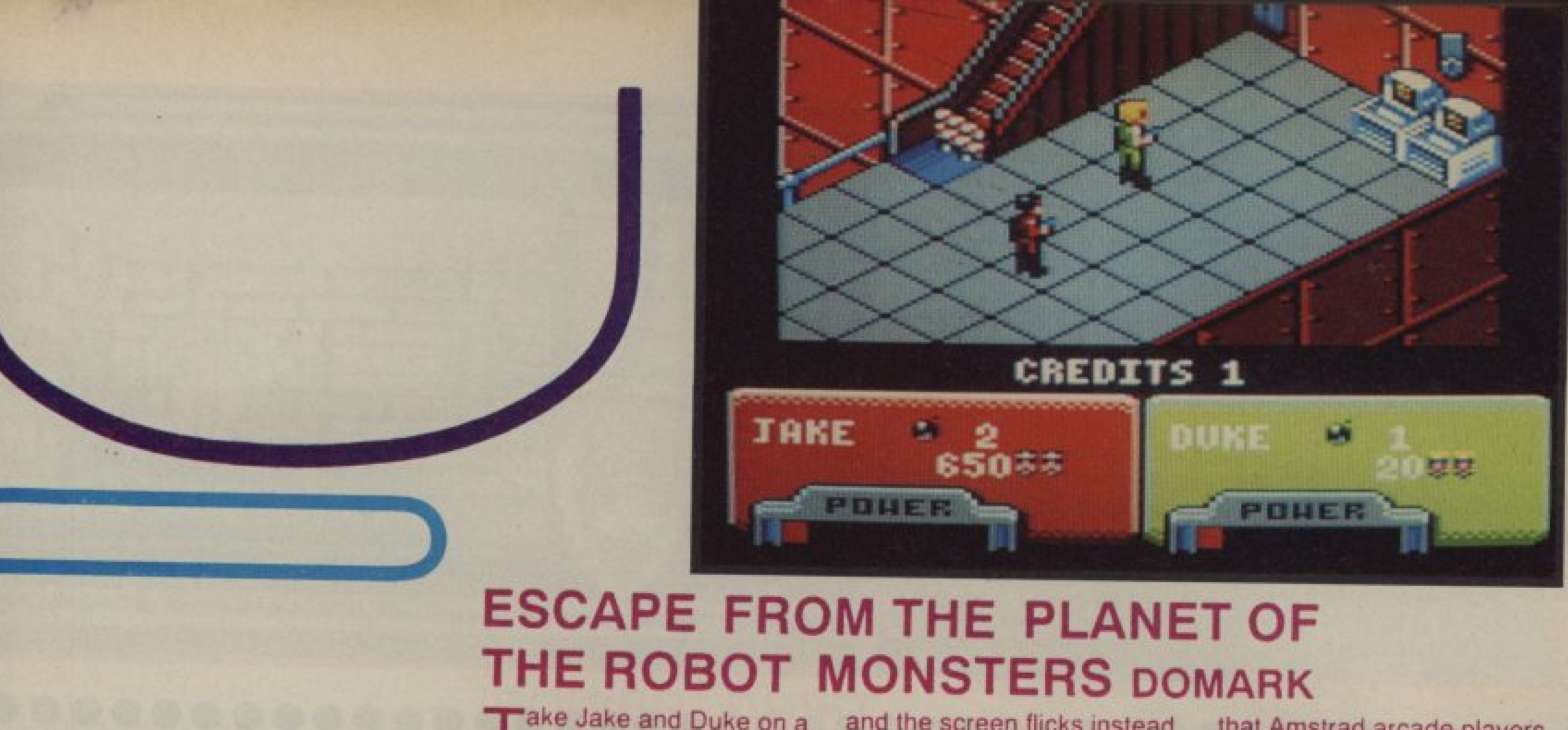
C64 DISK
£14.99

Graphics aren't as good as you would have expected from a C64, and the music borders on "Dismal" (surely NOT Rob Hubbard!), but the gameplay is OK fun on the whole so Ski or Die is worth checking out.

OVERALL 79%



UPDATE



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS DOMARK

Take Jake and Duke on a raid into alien robot factories, freeing human hostages while hunting for captive scientist, Sarah Bellum. One or two players can take part in this Amstrad conversion of the Tengen coin-op, which features most of the gameplay of the arcade original apart from the Cyber Sled section which, due to memory restrictions, is out. The playing area is quite small, and the screen flicks instead of scrolling, but the graphics are very colourful, and a lot of the touches, like the hanging-on-by-your-fingernails bit, have been programmed in. The rotate-and-walk-forward control takes some getting used to, but at least it saves you from scrabbling around the keyboard because the smart bombs detonate when you pull down on the stick. Very playable, and a game that Amstrad arcade players should enjoy.

AMSTRAD
£9.99

A conversion that Domark and Amstrad owners can be proud of.

OVERALL 80%

THUNDERSTRIKE MILLENNIUM

It's the year 2238, and time once again for the Megacorp Industries Ground Defence Games. You, as the pilot of one of five types of ship, must fly around five 3D arenas, protecting your installations, blasting enemy generators and the ships they create. Sounds all good fun, yes? Well, PC Thunderstrike got a HIT! when it was reviewed back in the July issue, and I'm pleased to say that the ST and Amiga versions are just as good, if not that smidgen better. The feeling of real flight on both machines is exhilarating, although a little disconcerting (the chase camera is that bit slower than your ship and takes a second or two to catch up). The 3D actually works better on the ST, and runs that much faster than its Amiga counterpart. Graphics are fast, fluid and colorful, but sound is rather poor and sounds not unlike the PC, with white noise engines and blip-blip lasers. The playability, though, is what makes or breaks the game, and this has it in abundance. Once the rather difficult controls are overcome, it's blasting-a-go-go, and you'll really be in the thick of it. A brilliant shoot 'em up, and a game that you'll come back to again and again.

AMIGA
£24.99

Ruddy good 3D flying blasting action all round, with a pretty inventive incentive (trying to keep the viewers happy)!

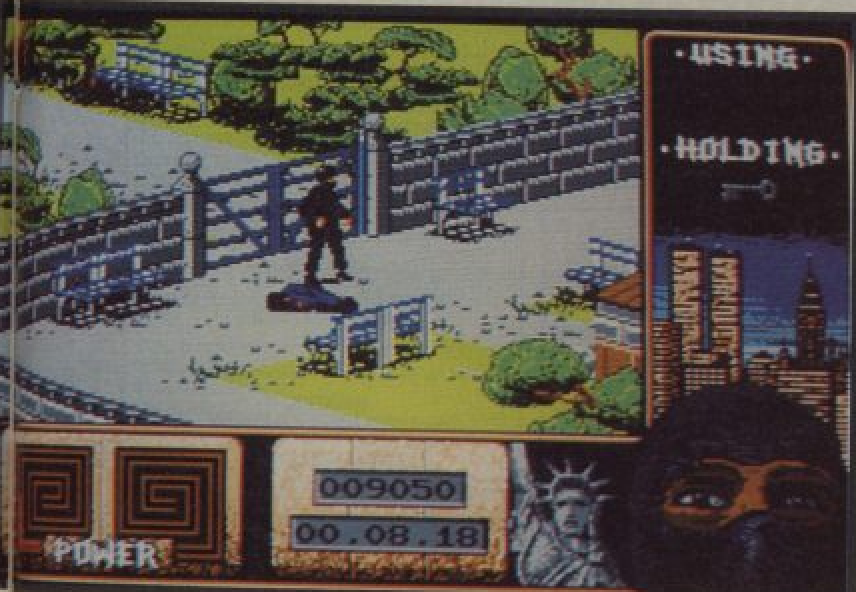
OVERALL 91%

ST
£24.99

Apart from the obvious colour and sound differences, ST Thunderstrike is the same as on the Amiga. Rip-roaring stuff.

OVERALL 91%





LAST NINJA 2
SYSTEM 3

The phrase "long-awaited" is applied to many a game, but never so much as to this one. Last Ninja 2 has been put back and delayed more times than anyone cares to mention. The question is, was the end result worth the wait? Well, quite frankly, no. Both ST and PC versions of LN2 aren't much of an improvement over the excellent but ageing C64 original, which is surprising, considering the potential.
Graphics are bright, colourful, but somewhat grainy and poorly animated, and the screen update is slow and jerky. Sound on the ST is adequate, consisting of sampled thuds and screams and a rather annoying tune which burbles on during play, and the PC is limited to its usual bleeps. Movement of Armakuni (The Last Ninja himself) is difficult, but then again there are a lot of controls to fit in. Getting into the game without a decent map is hard to say the least (the one supplied ain't much cop), and it's absolutely soul-destroying to get so far into the game only to be killed off. LN2 isn't really bad, it's just that after all this time, you'd expect a heck of a lot better than this. If you desperately want Last Ninja 2, take a long, hard look before you part with that crinkly folding paper.

PC
£24.99

Back with a vengeance? Back with a dull thud, more like. Similar to the ST in most respects, so the same complaints apply.

OVERALL 76%

ST
£24.99

Best described as overhyped, overdue, and overpriced. Not really worth selling your nunchaku for, considering what could have been done.

OVERALL 77%

SHADOW WARRIORS
OCEAN

An Oriental demon has possessed the strength of the greatest Shadow Warrior, and has summoned forth an army of crazed psychos who are running riot around New York. You, as the last in a long line of legendary combatants, have got to stop them. Not much of a plot, we agree, but it's a good excuse to bash the heck out of loads of bad guys, and Shadow Warriors on the Amstrad gives you plenty of chances for that. The graphics are nice and bright, a bit blocky but really colourful, but the sound starts to grate after a while. Control is a bit difficult at first, but once you get used to it you can really start laying into some bloke who's well-deserving of a smack in the chops. The scrolling's a bit on the slow side, but you'll be so engrossed in trying to stay alive, you don't really notice. Overall, a veritable bundle of fightin', fumpin' fun all round, and well worth a look.

AMSTRAD
£9.99

One of the best beat 'em ups to appear on the Amstrad in yonks, marred only by a niggling multi-load. Recommended.

OVERALL 86%



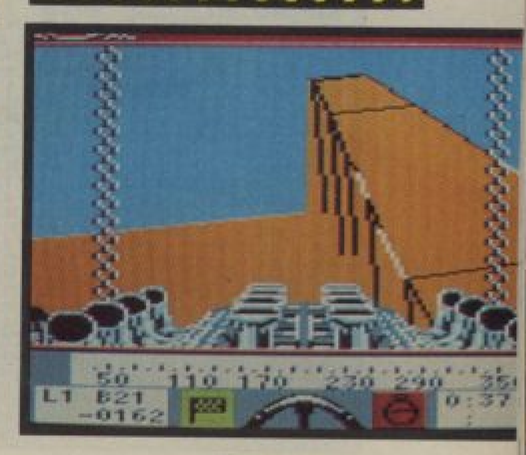
STUNT CAR RACER
MICROSTYLE

This has been kicking around for a while now on the other machines, and pretty dashed amazing it was too (the C64 version was just as nippy as the 16 bit versions). Now the Amstrad version is here, and it joins its cousins in the ranks of being flippin' brilliant. The graphics are mainly wire-frame 3D, but the sheer speed and feeling of whizzing around a track is astounding. Sound is adequate, with the engine buzz and sounds of the frame cracking when you hit the deck (an occurrence which happens all too often when travelling at full whack). Stunt Car Racer deserves to be at the top of your shopping list - just for sheer fun value alone, but also because it's still the best racing game going. Take it out for a spin, pronto.

AMSTRAD
£9.99

Fast, frantic, and most importantly, fun. An absolute corker.

OVERALL 93%



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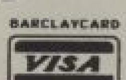
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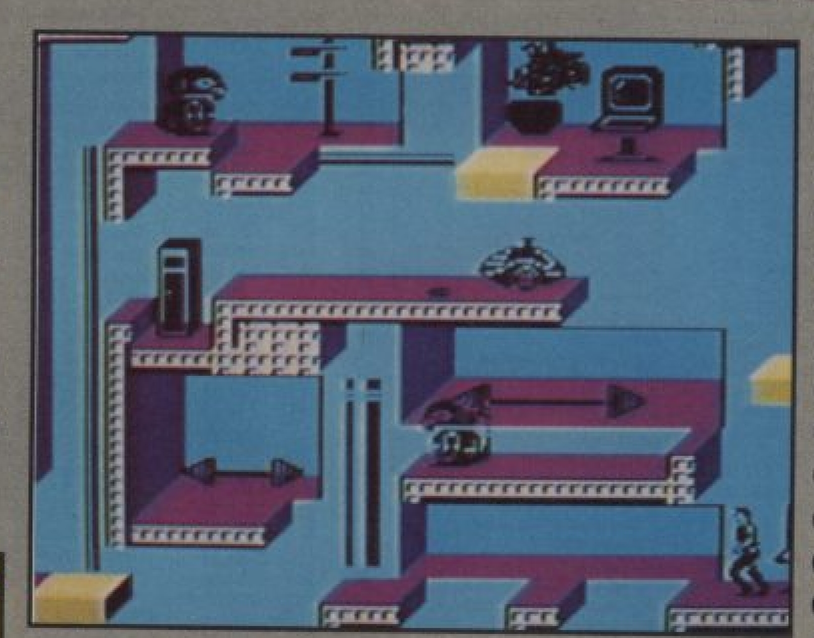
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IMPOSSIBLE MISSION II

KIXX

Nothing to do with Peter Graves and that old Sixties telly series, but the exploits of Agent 4125 in his efforts to defeat the evil Elvin Atombender, who has set himself up in a multi-towered stronghold. 4125 has to leap around platforms, avoid marauding robots and search for numbers that make a code. Once the correct numbers are obtained, 4125 is allowed access to the next tower. Along the way, he has to bust into safes to record a short piece of music. Once all the music is collected, and recorded in the right order, 4125 can finally defeat Atombender once and for all.

As far as the game itself, IM II on the Spectrum is pretty good! The main character graphics are all black, but against the bright colourful backgrounds they work very well. The animation of 4125 is really good, and with the objective of playing against the clock, the action really hots up when time is running short. Impossible Mission was a classic in it's own right, and the sequel as a budget title deserves to do equally well. Grab it at the first opportunity.



SPECTRUM
£2.99

James Bond, eat your heart out! Impossible Mission II is the best thing since the Lotus Esprit.

OVERALL 90%

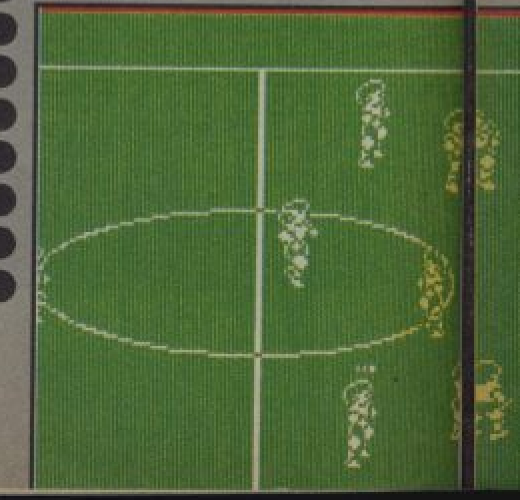


MATCH DAY II

HIT SQUAD

Aggahhh! Not another football game! I can't take it any more! Anyway, Match Day II appeared a few years ago to rapturous reviews and accolades galore. Now it's back on budget, but has it really stood the test of time? Well, for the price, yes. Presentation, graphics and sound are fairly good, but the playability still stands up loud and proud.

MD II has got a heck of a lot of functions, such as jumping, heading, volleying, and barging (loads of fun as you shoulder-charge a player off the ball). Power is measured using the kickometer, which ranges from a sneaky backheel to a full-blooded stinger. What with variable tactics and a two-player option as well, Match Day II for only £2.99 is a must-buy, but if anyone else sings "World in Motion", they'll be kicked into the back of the net!

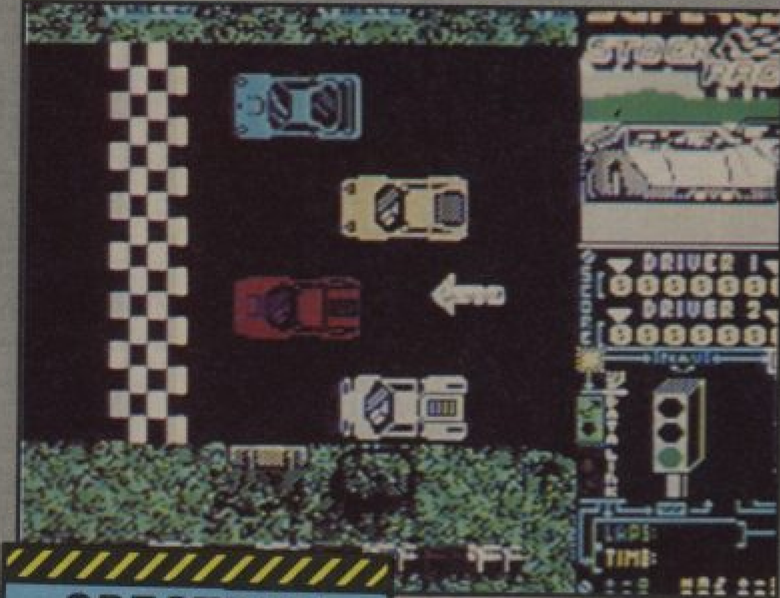


SUPER STOCK CAR

MASTERTRONIC PLUS

You are Rick Radial (more like Richard Head), the meanest man on the stock car circuit. As one-time champ, you've got plenty of people willing to sponsor you, so you can choose from one of four of the mealiest sports cars going. After choosing your super lovely diamond motor, you have to race five laps around the track within the qualifying time. Winning means progression to the next track.

Quite frankly, so what? Alright, the graphics are nice, the sound is ho-hum (buzz, buzz, buzz), but the gameplay is far too samey all the way through. The opportunity for banging (fnerk) up a Testarossa or a Lamborghini is fun, but everything seems to get rather boring after a while. If you want a racer, Super Stock Car ain't bad for the price, it's just a little repetitive, even with the addition of a course designer.



SPECTRUM
£2.99

Not bad, but not the best thing since sliced wombat, either. Take a look, but don't expect the world.

OVERALL 69%





C64
£2.99
Graphics are a tad blocky, but that doesn't stop this being one flip-pin' dinkum footy game.
OVERALL 88%

SPECTRUM
£2.99
The monochromatic graphics are a bit slow, but the play is the impor-ting thing, Brian, and this has it all.
OVERALL 87%

AMSTRAD
£2.99
Colourful graphics and red-hot gameplay make this the one to get hold of blinkin' quick.
OVERALL 88%

SPECTRUM
£2.99
Pretty dire stuff all round. And not even a mention of the shape-changing Phooey-mobile! Phooey!
OVERALL 35%



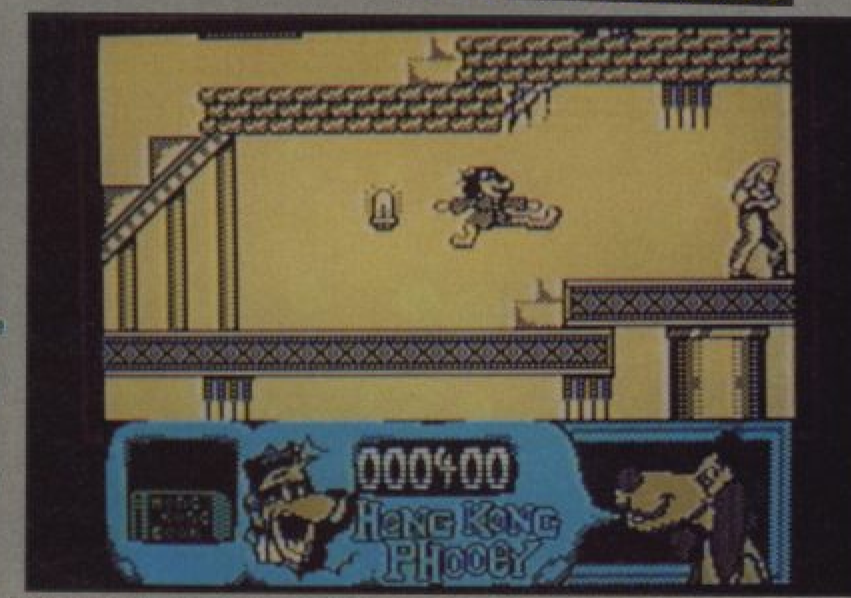
HONG KONG PHOOEY

HI-TEC

This old cartoon used to be on telly when I was but a mere sprogling, and featured a totally useless crime-fighting dog (?) and his sidekick cat, Spot (who usually pulled the moronic mutt out of a tight situation).

Now Hi-Tec has translated this ageing series onto computer, and quite frankly, the end result should have been left in the archives with the cartoon. The game itself is a beat 'em up, with Hong Kong moving around a jerky scrolling maze of platforms, smacking seven piles out of his attackers. He has to hunt down Baron von Bankjob (no sniggering, please!), and slam him in the nick.

Energy is lost by contact with the bad guys, but replenished by picking up Kung Fu manuals and flasks. Control is, er, sluggish (understatement of the month), and graphics are jerky and poorly animated. Overall, a totally naff license, and not even worth the money as a budget beat 'em. Disappointing.



NEMESIS

HIT SQUAD

The computer conversions of Konami's now-ageing coin-guzzler Nemesis received widespread acclaim when it was released several years ago, and it's getting a new lease of life with this budget re-release.

The aim of the game is pure and simple - fly from left to right and blast seven shades of shinty out of anything that moves, collect power-ups along the way, and destroy the end of level spacecraft.

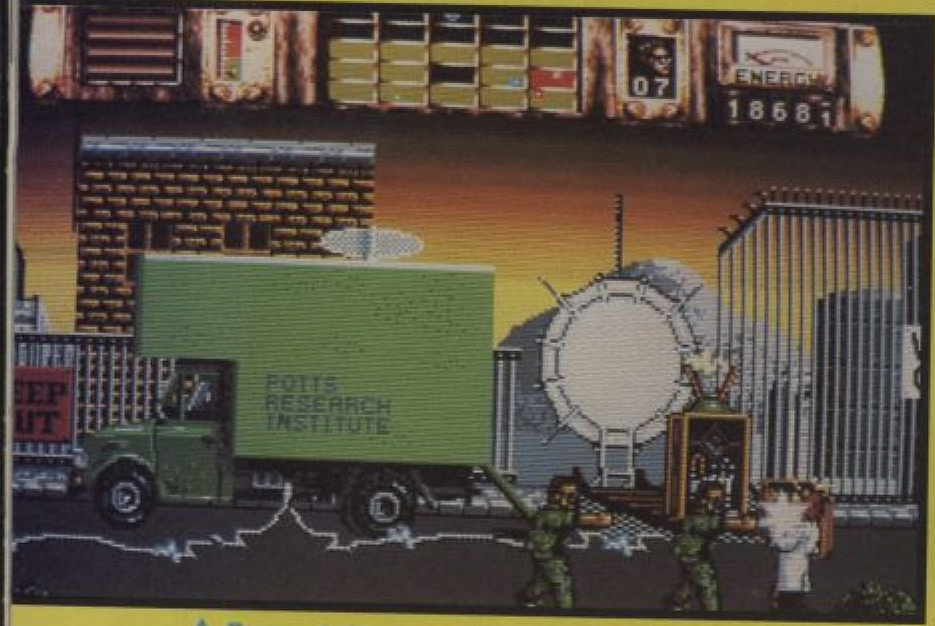
Alright, so Nemesis is starting to show it's age (it was released in 1987), but as a budget blast, it's dashed good value for money.

AMSTRAD
£2.99
Colourful graphics but poor sound abound, but this doesn't stop Amstrad Nemesis being really addictive.
OVERALL 88%

SPECTRUM
£2.99
A bit of colour clash here and there, but rootin'-tootin' kill-blast action all round. Well worth the wonga.
OVERALL 87%

C64
£2.99
Graphics are a bit blocky and pale, but it still plays like a demon. A flippin' good shoot-em-up, and the best version there is.
OVERALL 89%

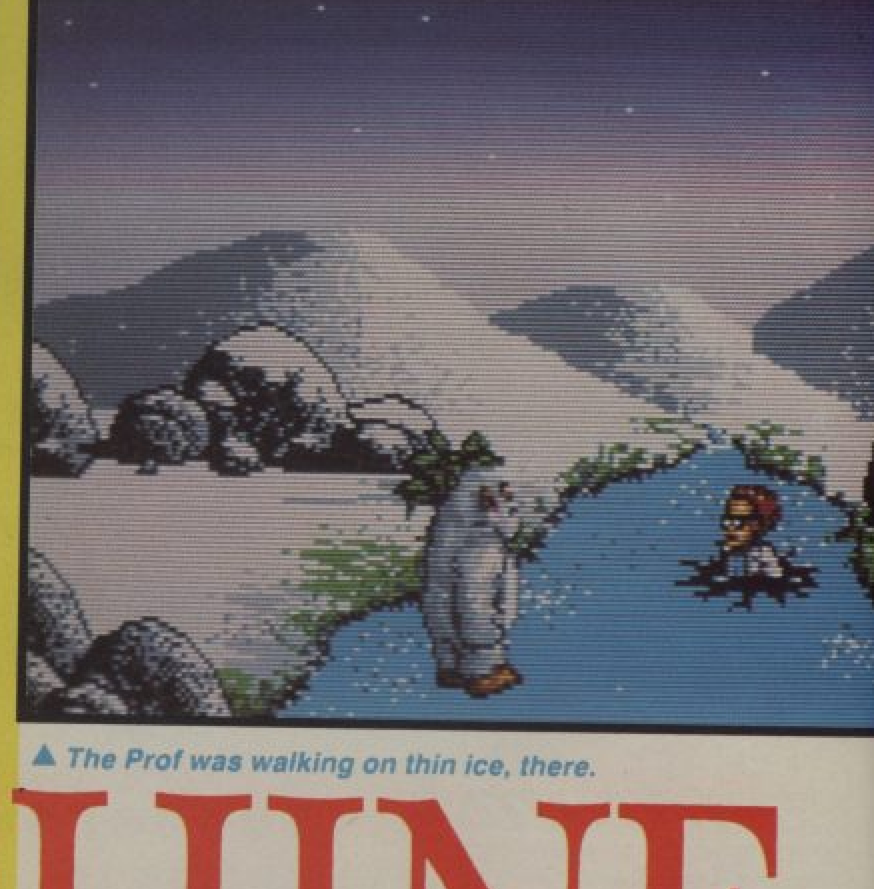




▲ Present day terrorists beat up the poor prof.

TIME MACHINE

BY VIVID IMAGES

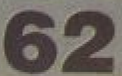

▲ The Prof was walking on thin ice, there.

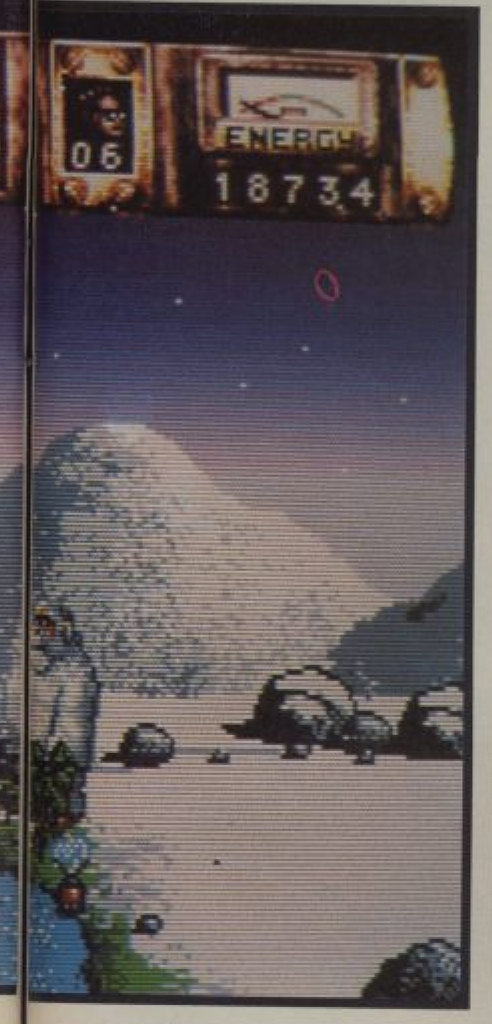

▼ Oof! Get off you nasty medieval person

▼ Zapping the volcanos won't block them up!









When Professor Pott's time machine is bombed by terrorists, the resulting warp hole created by the blast sends him back 10,000,000 years into the past. Using four time pods that he happened to be carrying at the time of the explosion, he must return to the future and stop the bomb from exploding.



Sounds straightforward enough, but it's not. The warp hole has upset five vital periods of time, and these must be fixed by the Prof before he can return to his own time.

Each era is made up of five flick screens, and the Prof must complete certain tasks in the each zone by picking up and dropping items in the correct places, so that he is able to move forward in time. For example, picking up boulders and putting them over three volcanoes in the Prehistoric time has the effect of cooling the earth and creating the Ice Age. But keeping the future intact means constantly returning to the past to keep natural forces from undoing your work.

Throughout history there are dangers to avoid, such as Yetis, marauding medieval soldiers, swamps and deep rivers which drain Prof's energy, ultimately leading to the loss of one of his three lives.

It's a tough job, but as we already know, getting back to the future is no easy task.



▲ The teleport pods let you go back to the future.



▲ Carry the mammals to safety.

C+VG HIT!

UPDATE

Spectrum, Amstrad and C64 versions are all available shortly. Obviously they won't look as nice as the 16 bit versions, but they'll play exactly the same, and that's what matters most.

ST
£24.99

Looks and plays almost identically to the Amiga, and is therefore very highly recommended.

OVERALL 91%

AMIGA
£24.99

Vivid Images' first game, Hammerfist, was great, and I'm glad to say that their second is equally good. It's an odd sort of arcade adventure which involves getting your brain around some intriguing puzzles as you struggle to create five time zones. Some of the problems seem quite obscure at first, but once you get your mind attuned to the programmer's devious way of thinking, you find yourself making headway. The graphics are very good indeed, with a great introduction sequence, some very colourful backdrops and nicely detailed sprites. Sound is also good, with decent tunes and spot effects adding to the game's appeal. If you're after a challenging and highly addictive arcade adventure, warp down to your local software shop and check out Time Machine.

JULIAN RIGNALL

GRAPHICS	87%
SOUND	89%
VALUE	88%
PLAYABILITY	92%

OVERALL 91%

COMP TIME! TIME COMP!

£500 WORTH OF HOLIDAY VOUCHERS UP FOR GRABS

Want a holiday? Well, here's your chance to win one, courtesy of those lovely Activision people. What's the reason for all this generosity? Well, they're so pleased with Vivid Images' Time Machine, that they're giving away £500 of travel vouchers to the lucky winner of this competition in way of celebration!

You can use these to go where you want, when you want! Pretty wicked stuff, yes? And that's not all, y'know. For the next ten runners-up will each receive a swish Time Machine watch, perfect for telling you which era you're in! And for the next 20 runners-up, a copy of the game for your machine! Crikey!

Now that we've got you all gibbering like loonies, here's how to enter. On this page somewhere, there are four stunningly easy questions and on the subject of time travel. All you have to do is write the four answers down and answer the following tie-break question in 20 words or less:



Which year would you want to visit and why?

Scribble all this on the back of a postcard or sealed envelope (don't forget to jot down which machine you own), bung on a stamp and post it to:

I NEVER GET THE RUNS ON HOLIDAY SO LET ME WIN COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Closing date is October 1st - so get your entries in before then.

1. Who wrote the original book, The Time Machine?
2. Who played the part of Dr Emmett Brown in the Back to the Future films?
3. What was the name of Doctor Who's time and space machine?
4. Who postulated the Theory of Relativity and stuff?

NOTE: For all of you that don't know what "postulated" means (like Rob), it means "thought up". So now you know.

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ARC A C T

ALIEN STORM

If you fancy a bit of alien bashing in a game of much death and destruction, Sega's latest three-player coin-guzzler should fit the bill perfectly.

The world has been invaded by an army of vile and disgusting aliens (and I mean REALLY disgusting) and the only people that can stop them are three part-time hot dog vendors, Gordon, Karla and Scooter, who just happen to have a variety of powerful alien-blasting weapons in the back of their hot dog van.

The first stage is a horizontally scrolling affair set in an urban environment. Aliens pop up from all angles and must be disposed of either by blasting them with your bazooka, or (if you're close enough) giving them a darn good punching and kicking. Some of the aliens are disguised as things like tele-



ADE

I O N

phone boxes, trash cans and mail boxes and suddenly metamorphose and leap out at you as you approach!

At the end of the level you enter a shop and take part in an Operation Wolf style shoot-out where aliens leap at you from behind shelves of food and you have to blast them down. Dispose of the big alien boss and you complete the level and move onto another scene, with the ultimate aim of entering the alien's space ship on level five and destroying the controlling mother brain to save the World!

Alien Storm is a thoroughly enjoyable mixture of shooting and bashing, and features some of the most blastable aliens seen since Alien Syndrome - shoot 'em and watch 'em splatter! Play it if you're a gore fan!

JULIAN RIGNALL

GRAPHICS	93%
SOUND	90%
VALUE	86%
PLAYABILITY	89%
OVERALL	88%







MOONWALKER

Not a game about Andrea baring her bum - this coin-op is based on the Moonwalker film, which stars super "Bad" pop person and part time pyrotechnic stuntman Michael Jackson.

The film was, to put it mildly, a load of old borrocks, but the game is surprisingly good, giving you control of "Whacko" Jacko himself as he goes on a mission to rescue his gang of twelve year old chums from the clutches of an evil underworld network, who've kidnapped them for use in washing powder experiments.

The action is displayed in forced perspective, rather like Escape from the Planet of the Robot Monsters, and Michael struts around the screen dishing out laser death to any baddie who gets in his way. Aaaaw!



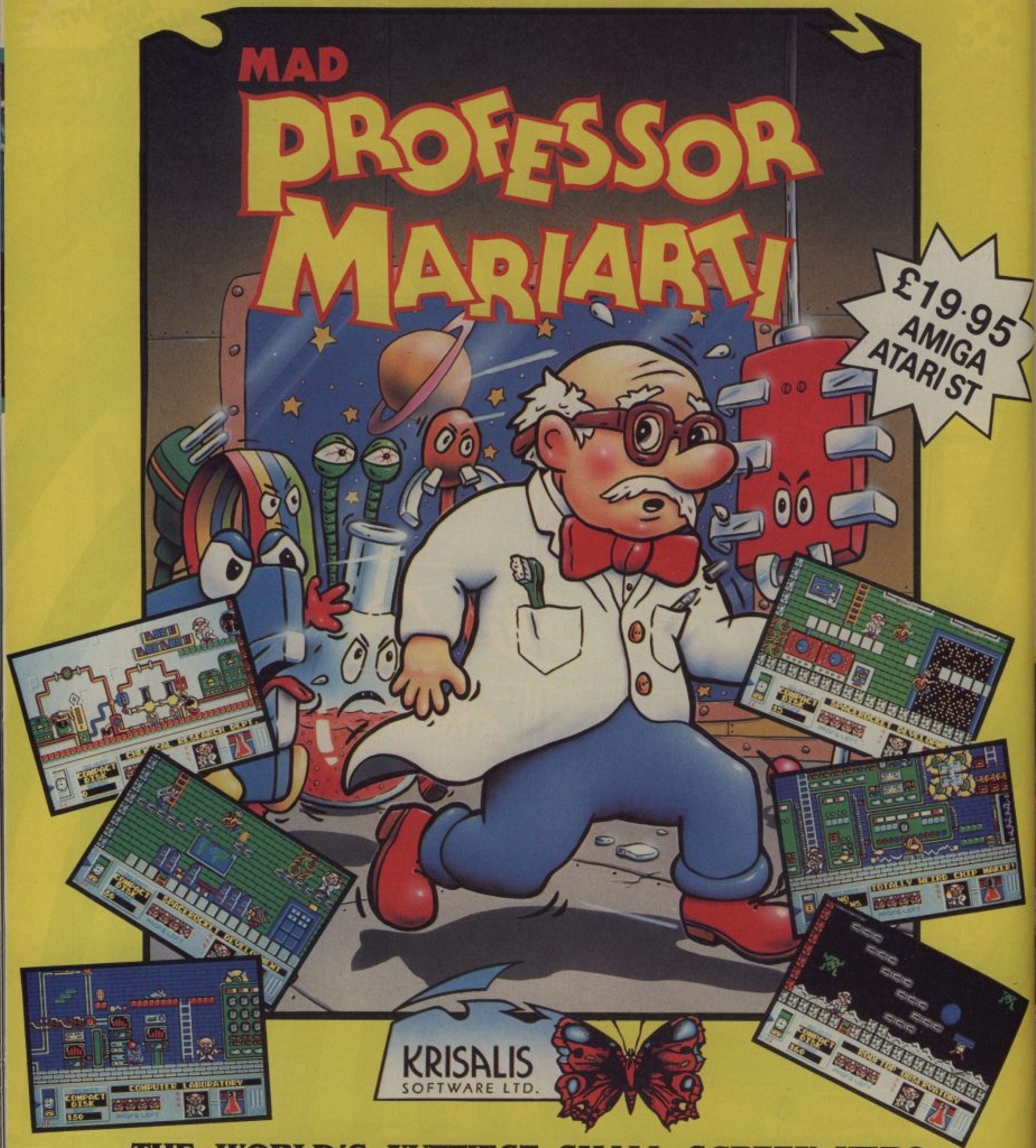


The graphics are excellent, and the sound (if you like Michael Jackson music) is superb, featuring sampled tunes from the Thriller and Bad albums. Even if you don't like Michael Jackson, give this game a go - it's a highly enjoyable coin-op which you might well find yourself becoming addicted to.

JULIAN RIGNALL

GRAPHICS	93%
SOUND	96%
VALUE	87%
PLAYABILITY	92%
OVERALL	**90%**

INTRODUCING



THE WORLD'S NUTTIEST SMALL SCREEN HERO IN HIS FIRST ARCADE ACTION CLASSIC

When the Professor is instructed to close down his five Laboratorys by The Lord Mayor or face being taken to the local Lunatic Asylum by Docter Headbender, you can see he needs your help. You must guide the Professor through over 100 screens avoiding Mutant Monsters and solving strange puzzles in your quest to save his sanity.

- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the tool vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking floppy disks, caterpillar micro chips, spinning laboratory flasks, molecular sculptures, walking joysticks..... too many to list.
- By Shaun Hollingworth creator of many hit titles including 'Pac-mania'.

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.







BONANZA BROTHERS

The bulk of coin-ops these days are re-hashes of old ideas and concepts, so it's refreshing to see one that uses an original idea for once - like this one.

Bonanza Brothers is a graphically stunning split screen one or two player game in which you play the bad guys (hooray) on their way to appropriate as much cash as possible from a series of buildings like banks and casinos.

Security guards infest each place, and you must keep out of their way by hiding from them, rather than blowing them to pieces. This makes for an intriguing and rather nerve-wracking game of hide and seek.

I really enjoyed playing this - it's a very different sort of game that taxes your brains rather than your reflexes. However, those obsessed with fast-paced action might find this too pedestrian to really get into. Still, try it out - you're only gambling 20p...

JULIAN RIGNALL

GRAPHICS	92%
SOUND	90%
VALUE	81%
PLAYABILITY	85%
OVERALL	**83%**

META FOX



Much aerial death dealin' is featured in Seta's one or two-player vertically scrolling shoot 'em up as you take to the skies in a plane and fly a solo mission deep into enemy territory.

Just to make you feel at home, there's a host of power-up weapons to grab and increase your destructive powers, and, of course, there's a big baddie to destroy at the end of every level (where would we be without 'em, eh?).

As I've said about a million times before, vertically scrolling shoot 'em up coin-ops are all becoming very boring and predictable indeed. There's been nothing new or innovative in this genre for years - and this is no exception, making about as much impact as a fart in a windstorm. Fly up the screen, blast the baddies, pick up the power ups and blow up the guardian, then move onto the next level where you do more of the same. Yawn! Seen it all before - and a lot better than this.

JULIAN RIGNALL

GRAPHICS	84%
SOUND	82%
VALUE	70%
PLAYABILITY	78%
OVERALL	74%

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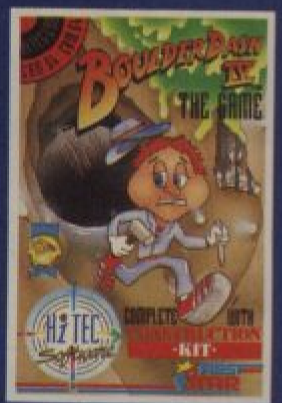
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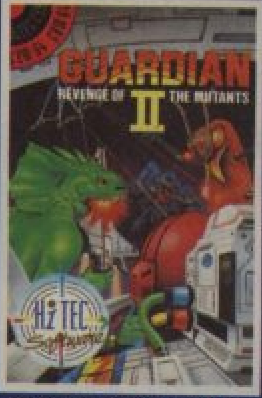
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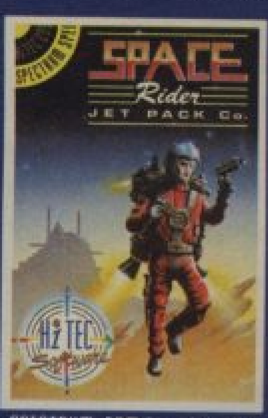
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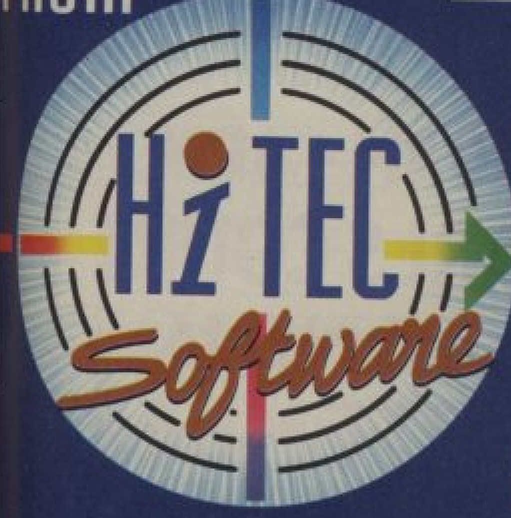
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MEAN MACHINES





▲ BOOM! That's the level one bad guy dealt with.

ESWAT

BY SEGA

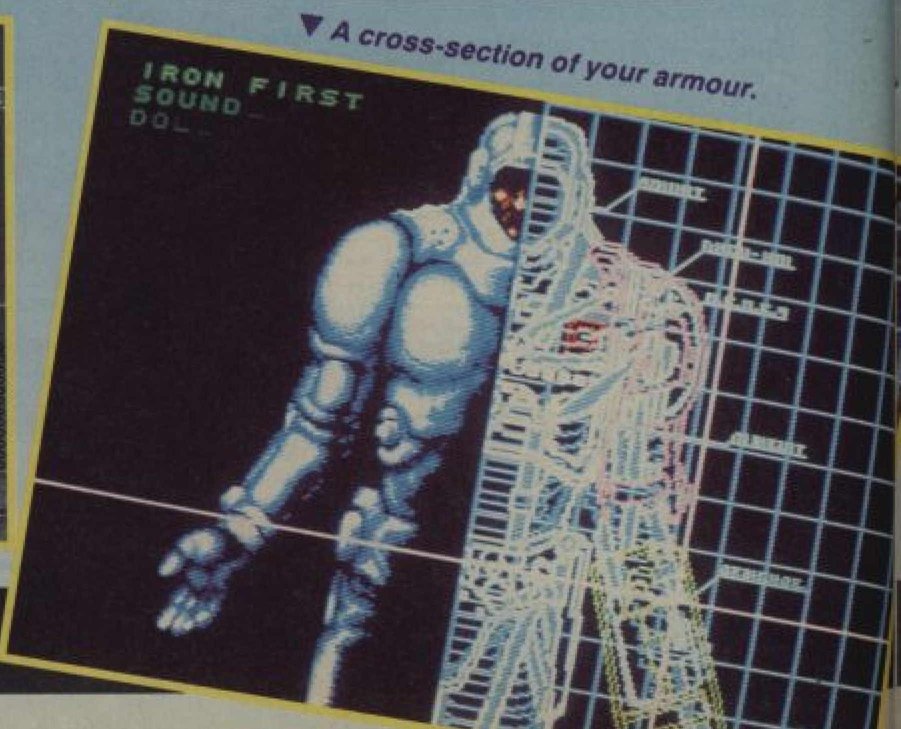
Criminals are running amok in Cyber City, and the citizens are no longer safe. Somebody needs to bring law and order to the place - and that somebody is ESWAT, a mega tough division of the Cyber Police who use robotic exo-skeleton suits to help them keep the peace.

Before you can actually join the ranks of ESWAT, you've first got to earn your stripes (and your super ESWAT armour) by completing two missions, which are set over multidirectionally scrolling cityscapes.

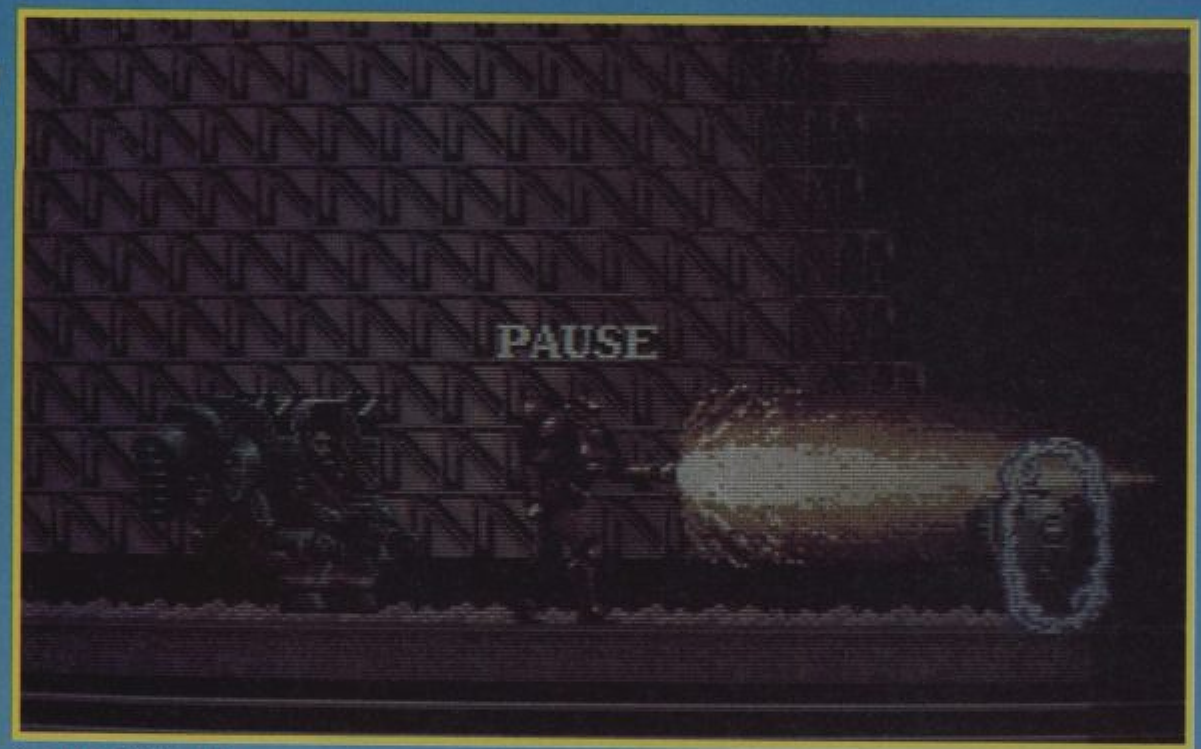
Dressed only in regulation police uniform and a bullet proof vest and packing a pis-



▲ These guys won't be jumping much longer.



▼ A cross-section of your armour.

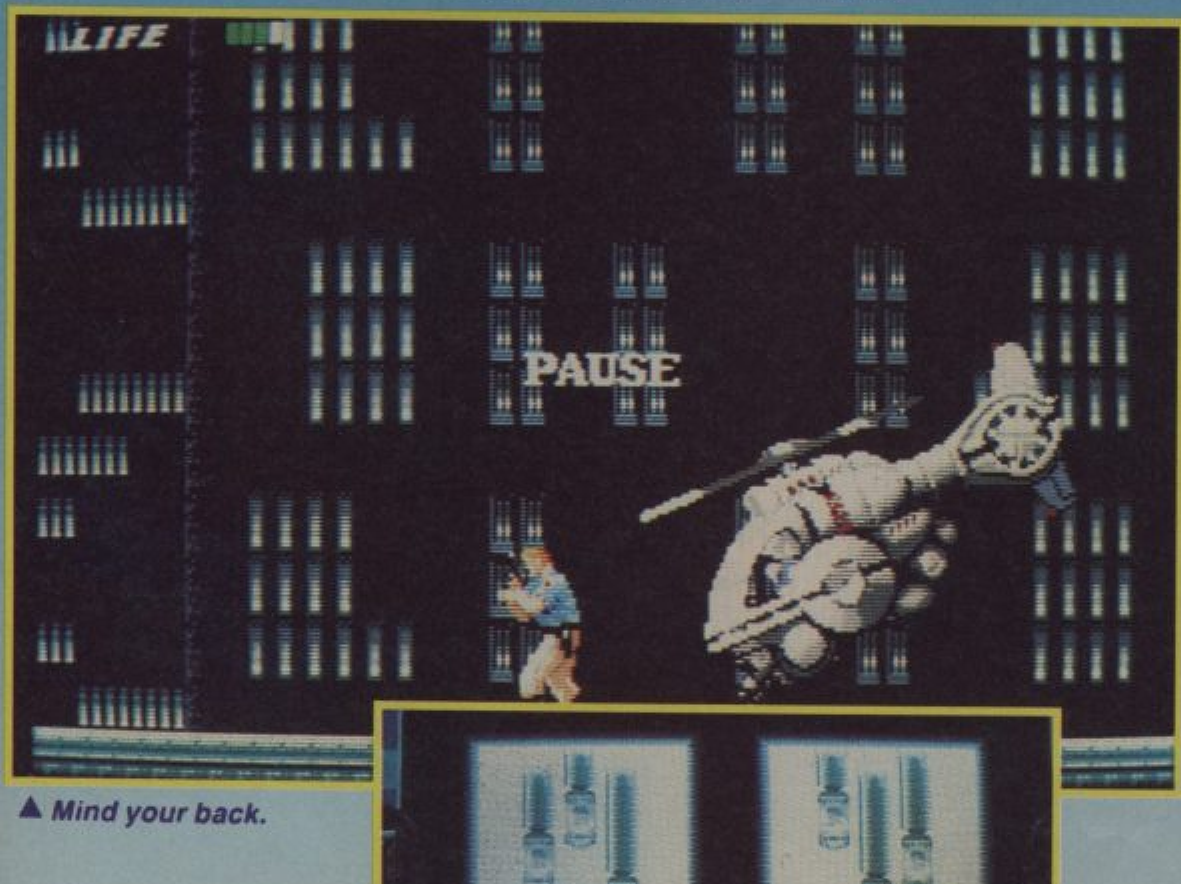


▲ *FWOOOOSH!*

tol, you must leap, run and jump your way around the landscape and dish out lead death to the many gun-toting criminals who try and stop you. A bar tells you how much energy you have - sustain more than four hits and you're a goner.

At the end of each level there's a guardian who must be destroyed. Get rid of the second one and you're given full ESWAT armour, which is capable of sustaining more hits and can also utilise the power-up weaponry that lies scattered across the landscape. The following six levels are basically similar to the previous two, only the criminals are much tougher and use all manner of weapons and robots to try and get you.

Remember, be careful out there.



▲ *Mind your back.*



▶ *Avoid the radioactive sludge!*



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Basically, ESWAT is Super Shinobi with all sorts of mega guns and hulking great suits of cyber-armour. But even though it's not very original, it's one hell of a game. The sprites and backdrops are excellent, with brilliant parallax scrolling scenery, and all manner of beautifully animated baddies to blow into oblivion. The music is also great, with a variety of racing rock tunes and some meaty effects enhancing the atmosphere no end. The difficulty level is nicely balanced to draw you into the game, and it doesn't take long to get to level four, but from there on things get pretty tough, and it takes quite some practice to crack the remaining four levels. And even if you get through the game, there are a further three difficulty levels to challenge you, adding extra lasting appeal. If you're after a slick and highly playable arcade game, ESWAT is the one to go for.

JULIAN RIGNALL

GRAPHICS	93%
SOUND	92%
VALUE	90%
PLAYABILITY	95%

OVERALL 93%





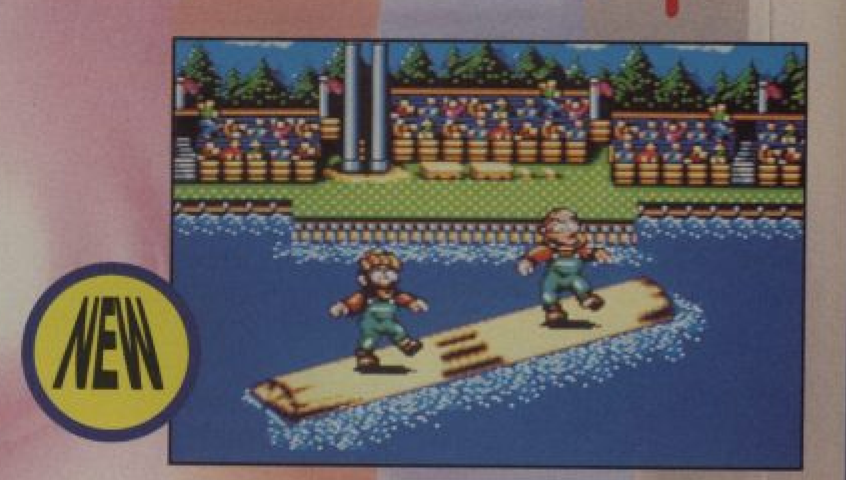
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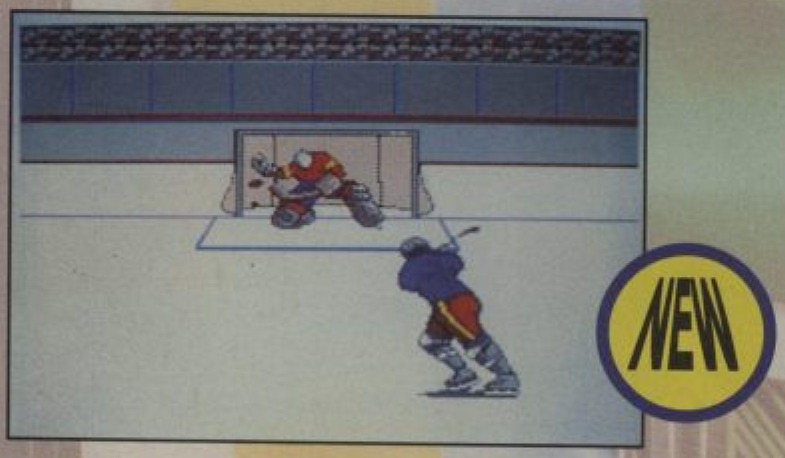
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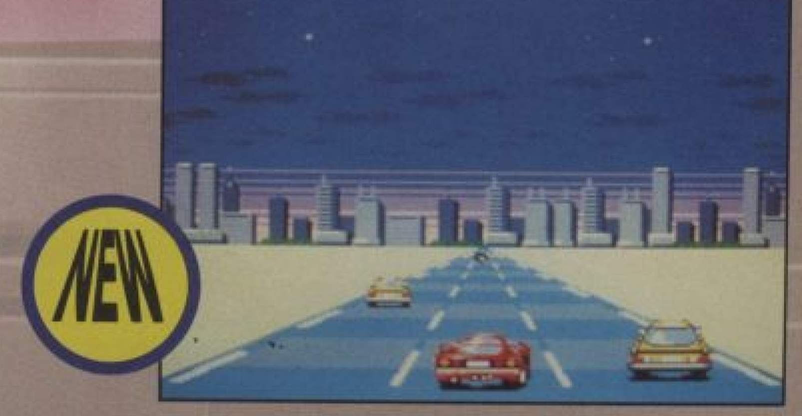
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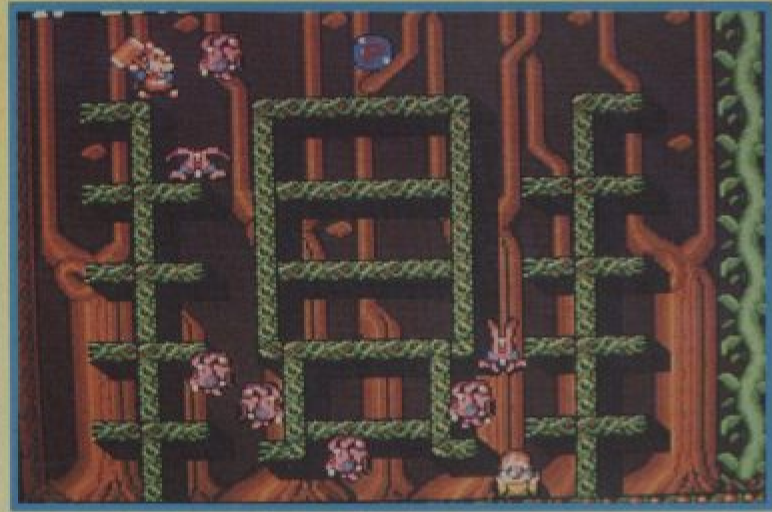


BY TAITO

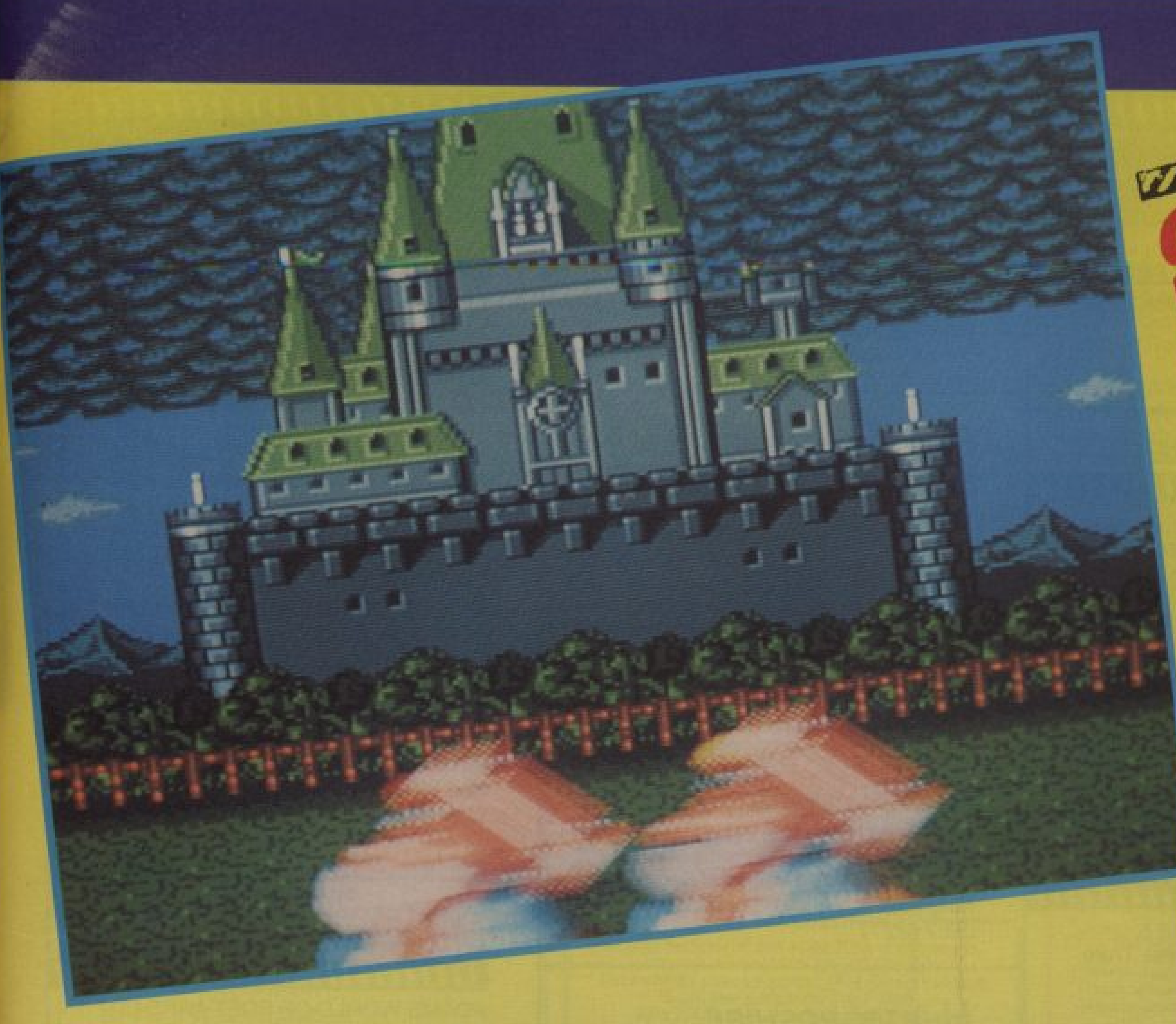
The Dark One has trapped the Princess in a magic jar, and flown her off to his castle on the other side of Marry Land (sounds suspiciously like Mario Land to me - Ed). You (and a friend) control Jim and Bob, two chunky hammer-wielding dwarves, who must travel through 50 wild and wacky platform-filled levels set over five areas to get to her.

It ain't all that easy, however, because the Dark One's minions (you know the sort, pink monster bunnies, fire-breathing mushrooms, boomerang-throwing pixies) have gone on the rampage. These are easily dispatched by bonking (phwoar!) them on the head with your hammer, picking 'em up and smashing them against the nearest wall. The monsters will then turn into bonus point fruit.

DON-DOKO-







Potions and magic hammers are scattered about, which turn your mallet into a flying hammer or give it instant smash power. There are also secret rooms, which contain jars which must be smashed in the right order to get a password.

At the end of every level lurks a giant bad guy, who'll do everything in his power to stop you. Get past him, and it's on to the next level, and that much nearer to your goal.

-DON





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Straitjacket city! Don Doko Don is best described as Bubble Bobble with sledgehammers, and believe me, it 's weird. Okay, there's nothing new or original about it, but right from the the intro (with flying pigs!) DDD is playable to the max. Smashing the oh-so-cute monsters (or the other player!) over the head is comical enough, but picking them up and hurling them against a wall is great fun. The graphics are sweeter than a sack of saccharin, and really colourful to boot. Sound is all cutesy squeaks and pings, and the little ditty that plays in the background fits the bill perfectly. The end of level guardians (you can't exactly call them nasties, they're so cute) are weird in the extreme, such as multi-headed pumpkins and giant teddies! If you like platform games, get it at once. If you don't, have a look anyway - you'll soon be hooked!

ROBERT SWAN

GRAPHICS	93%
SOUND	94%
VALUE	92%
PLAYABILITY	96%

OVERALL 94%

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MEAN MACHINES

C+VG HIT!

SUPER

BY SEGA

▼ *Get ready for a two player burn around San Marino.*

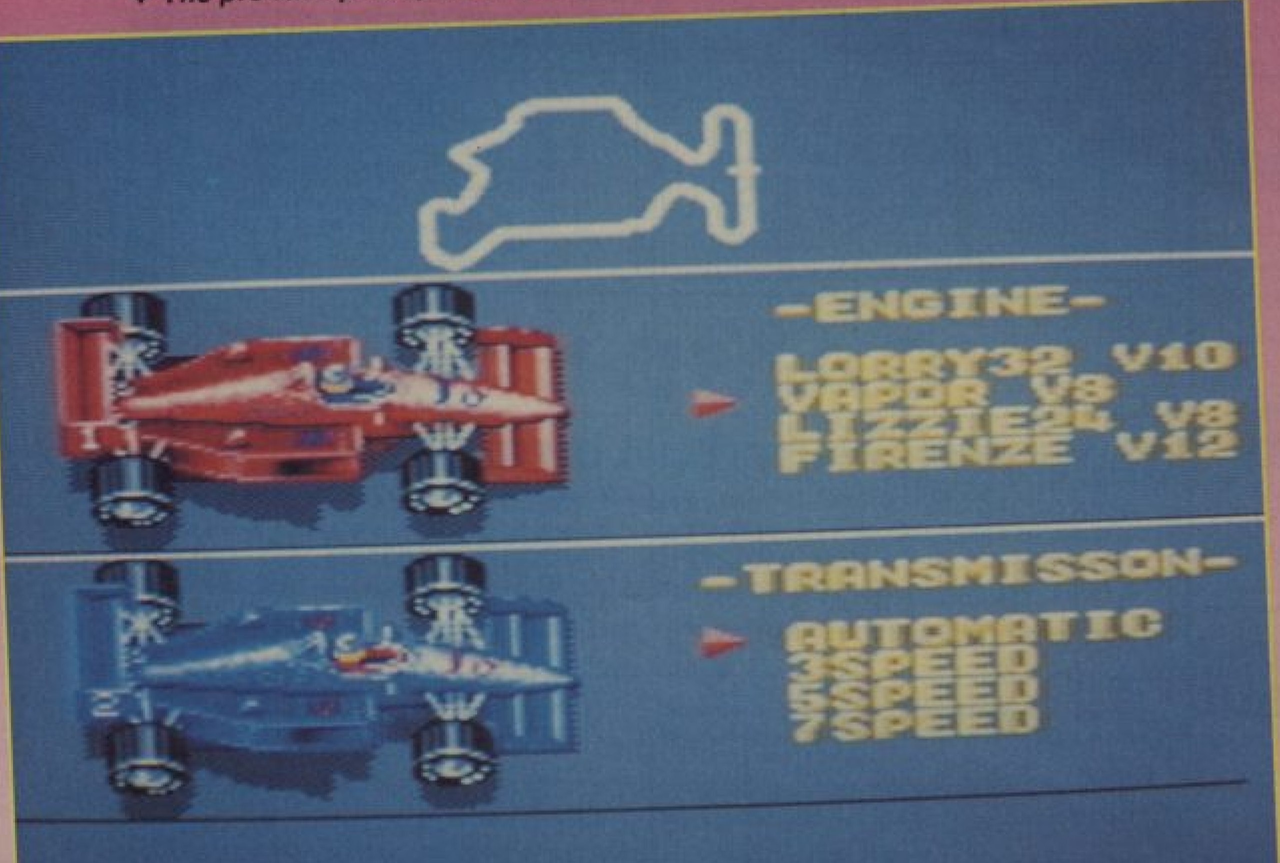
Although this latest Master System game bears the same name as Sega's splendid racing coin-op, the similarities are virtually non-existent! Instead of it being a Grand Prix simulation based around the famous Monaco street circuit, it's a one or simultaneous two-player racing game where the drivers get the chance to compete in a series of Grand Prix races.

At the start of the game there are a series of options which let you choose one or two players, and the type of game - VS Battle, a one to nine lap series of races where two players race one another or a single player challenges the computer driver, or Grand Prix, a series of races where you challenge an opponent and a whole

UPDATE

Super Monaco GP is also scheduled to be released on the Megadrive - only that version will be a true conversion of the coin-op. We'll be reviewing it as soon as our copy arrives from Japan.

▼ *The pre-race pitstop. Refit your car.*

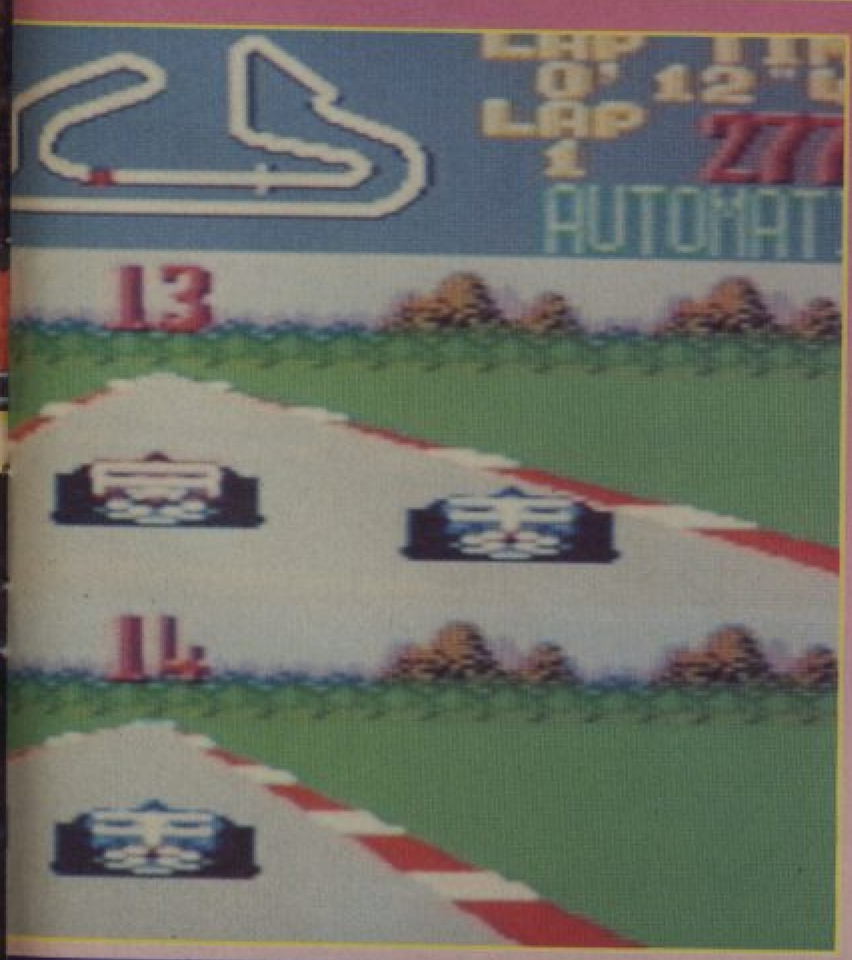




MONACO GP

▼ *Whoops! Remember to slow down before the corners!*





◀ *Red surges ahead, but there's still a long way to the front of the pack!*

field of computer cars.

Once you've chosen the type of game you can pick a car from a choice of four. Select automatic, 3, 5 or 7 speed gearbox, then adjust the suspension and front ailerons for maximum grip.

During the game a split screen display is used to show both players' cars, and there's also a radar map of the entire course showing where both players are. As you overtake the opposition, a number appears above your car to reveal your current placing.

Points are awarded at the end of the race to top-placed drivers - the aim is simply to be the highest scorer at the end of the season.

SEGA
£29.99

When I discovered that this wasn't a conversion of the Super Monaco GP arcade machine I must confess to being rather disappointed. However, after playing it a couple of times I soon realised that this is a very good racing game indeed - in fact the best yet seen on the Sega! The cars are tricky to drive at first and seem to spin off at every corner, but once you find the suspension and aileron settings that suit your driving style it becomes a very skillful game of braking into a corner and powering out through the bend (making sure you don't hit any other cars in the process). The two-player mode is obviously where this game scores highest - it's very competitive, especially when you're racing against an entire field of other cars. But even on your own the game is immense fun, since the computer driver is no dummy and provides an even more formidable opponent than your average human! Super Monaco GP is an excellent racing game with tremendous lasting appeal, and is an absolute must for your games collection.

JULIAN RIGNALL

GRAPHICS	88%
SOUND	71%
VALUE	89%
PLAYABILITY	94%

OVERALL 92%





ALEX KIDD IN SHINOBI WORLD

BY SEGA

▼ *Slice the pink Ninja in two!*

C+VG HIT!

Alex Kidd is back. The thing is, though, he's not just your ordinary big-eared leapin', punchin' sort of hero. This time he's... a ninja!

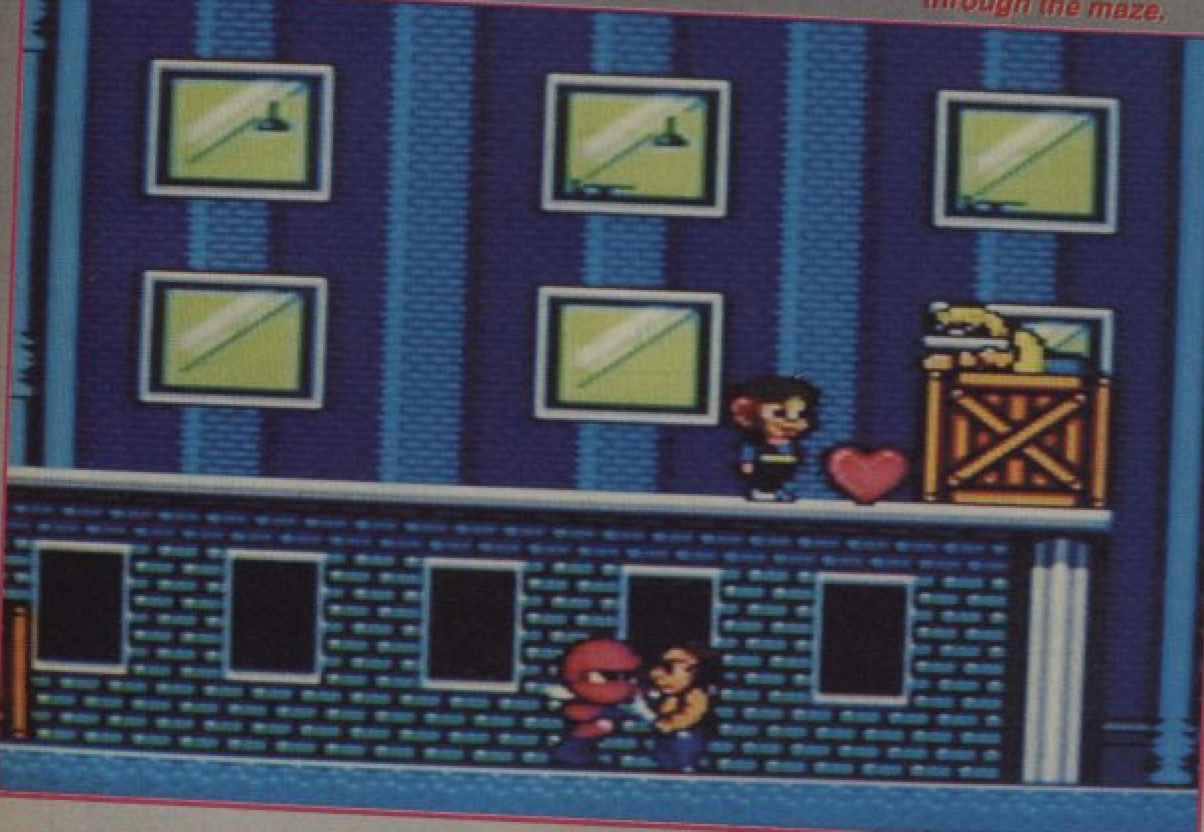
The problem is that his girl evil Dark Ninja (boo!). However, the Guardian of Light, who defeated the dark one 10,000 years ago, has bestowed Alex with the powers of Ninjitsu. So off he sets, sword in hand, to travel through Shinobi World, and dish out some seriously heavy punishment to the Dark Ninja and his cronies.

Alex has four energy points, and contact with a baddie knocks one of these off. Help is at hand, however, in the form of chests which lie scattered around the landscape. Open these and you'll find either an extra energy up, such as extra jumping abilities and weapons like extended sword and shuriken stars.

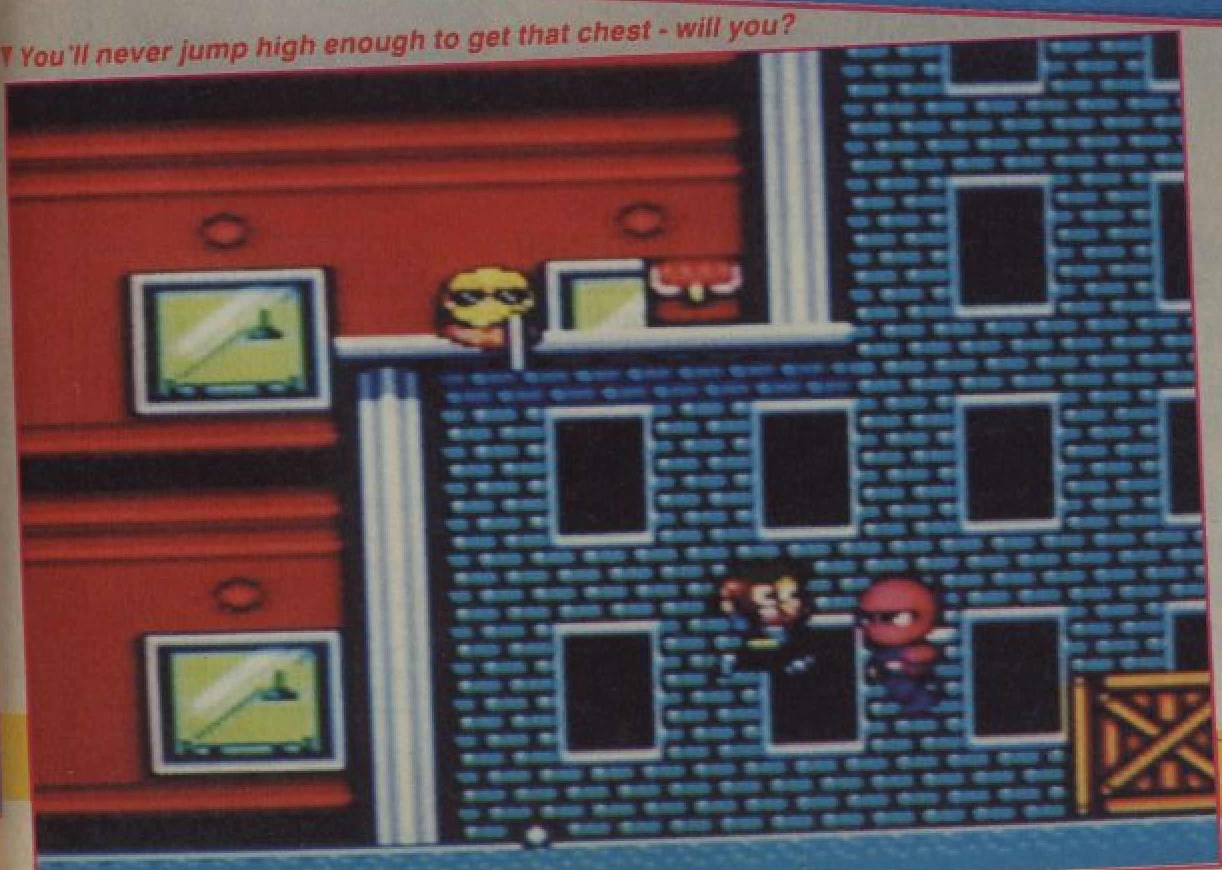
Shinobi World is split up into four levels, each consisting of three sub-levels which are all guarded by a big, bad, boss-monster. Destroy this guy and you move onto the next level. Fail, however, and your girl's sushi.



▲ Slash the bricks to get through the maze.



▼ Heal your wounds with the heart-shaped first aid kit.



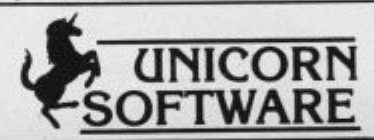
▼ You'll never jump high enough to get that chest - will you?

SEGA
£29.99

This game is brill! A combination of Alex Kidd in Miracle World and Shinobi (both really good Sega carts) doesn't exactly bode well for a chop-socky action game, but Shinobi World works really well. The game itself has almost all the features of Shinobi (the guys with the guns, the fat sword-throwers and the Spiderman-type ninjas are all in there), and all the cuteness of Miracle World. Graphics are bright, colourful and clear, and the sound is almost the same as the original Shinobi. I say almost, because it has that softer edge to it that you'd expect from a game of this type. Playability rates really high as well, as the game is just right at the gressively more difficult as you go along, but not so tricky as to drive you away. A great game all round - if you like Alex Kidd, you'll love this.

ROBERT SWAN

GRAPHICS	91%
SOUND	84%
VALUE	89%
PLAYABILITY	94%
OVERALL	92%



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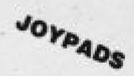
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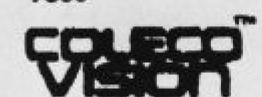
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STAND *E10*



MEAN MACHINES

BY SEGA

GHOST

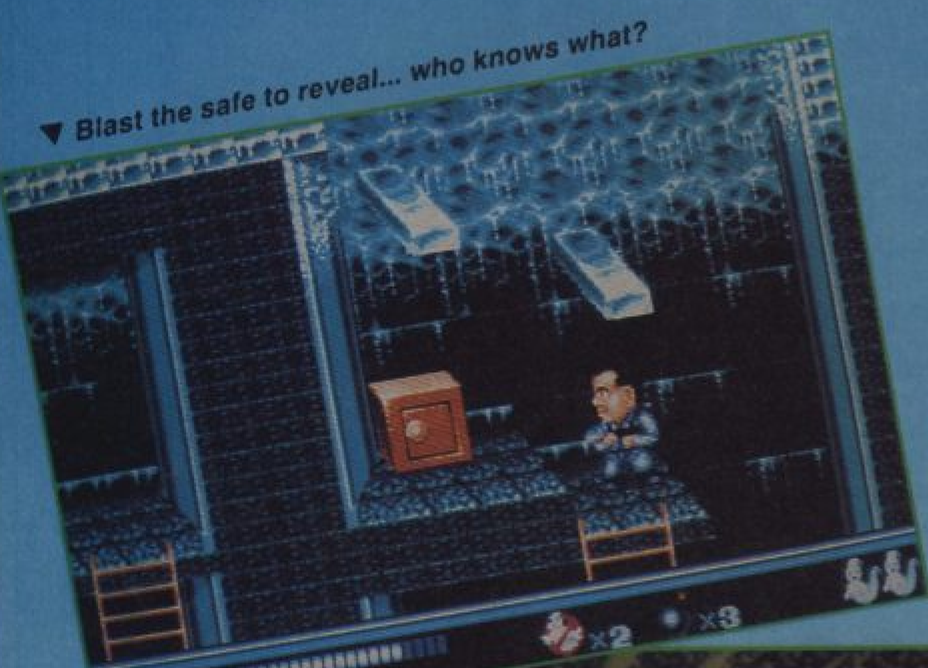
If I had a penny for every time a Ghostbusters review started with "who ya gonna call?", I'd have enough to buy an extra Mars Bar at lunchtime by now. Luckily, this is a quality magazine, and I wouldn't seek to insult your intelligence with such a cliched opening.

Anyway, phantoms are causing panic in the city of New York, so who you gonna call? (KER-CHING!) Why, the Ghostbusters of course. Those three way-out, wacky "spook-cops" are here to clean up the city, and make a lot of money along the way.

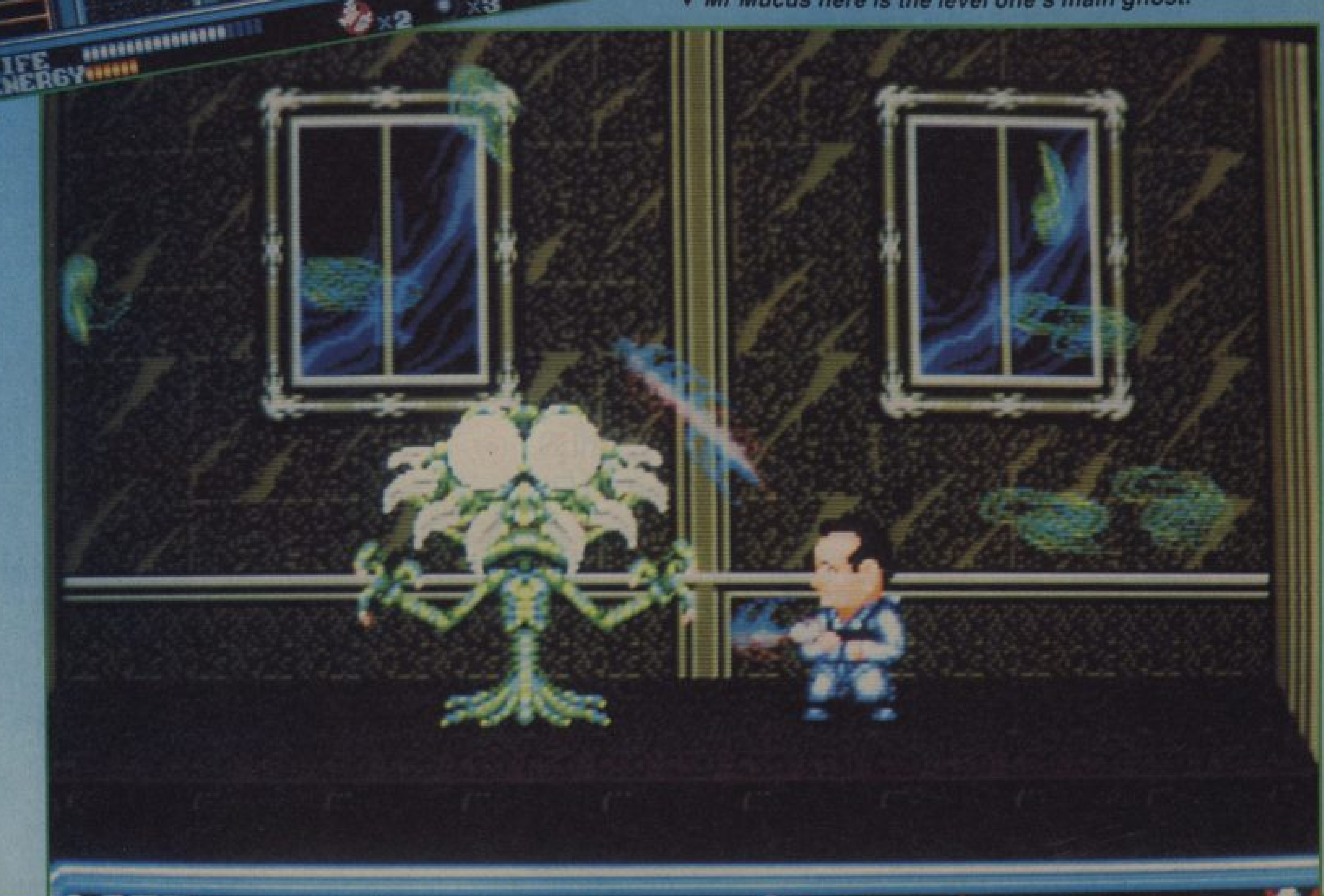
Controlling either Peter Venkman, Ray Stantz or Egon Spengler, you've got to travel from house to house blasting ghouls and avoiding traps. The action is seen side-on, with the 'buster of your choice jumping along platforms and avoiding holes in the floor.

Each character is equipped with a positron gun which he can shoot in all directions, making it easier to fry the ghosts that fly overhead. Blowing away a ghost puts money in your account, and this can be spent on upgrading your weapon from a measly single shot pop-gun to a whopping great proton cannon. The money can also be used to buy food (to re-

▼ Blast the safe to reveal... who knows what?



▼ Mr Mucus here is the level one's main ghost.



TBUSTERS

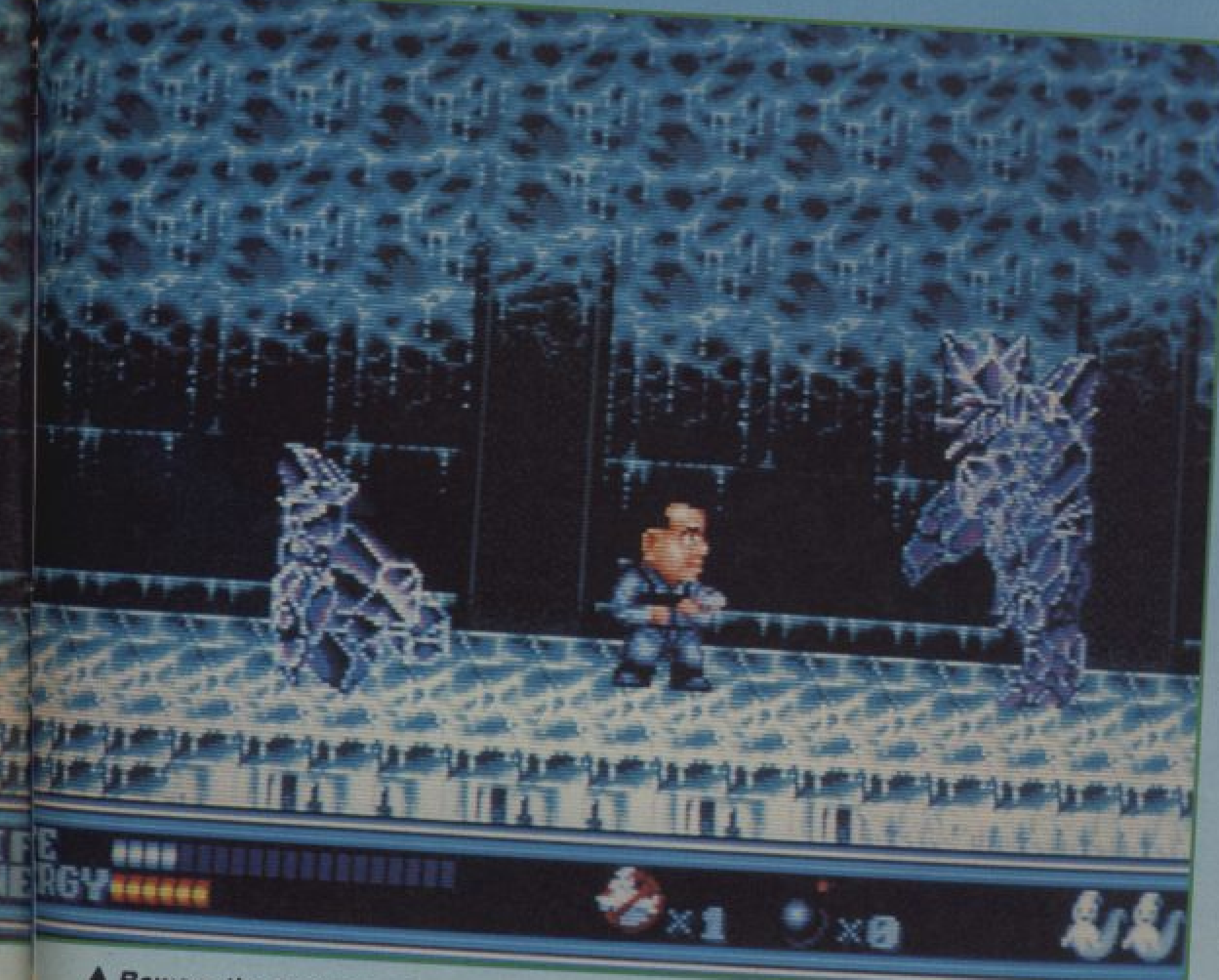


place lost energy), infra-red goggles, bombs (handy for wiping out big ghosts) and protective shields.

Each house contains a certain number of 'middle ghosts', which have to be disposed of by blasting away until only a wimpy green slimer is left. This has to be caught with the proton beam, and dragged into the trap, which sucks the the ghost in. Take too long, however, and the spook escapes. Once these have been dealt with, you move on to the end-of-level ghoulie, which can be anything from a green sphere-like spectre, to Mr. Stay-Puft, the Marshmallow Man!



▲ *Could do with some extra weapons!*



▲ *Beware the swinging Ice Beast of Death!*

MEGADRIVE
£35.00

If you were expecting it to be a straight conversion of the Master System Ghostbusters, you'll be surprised to find that the Megadrive game is completely different, with much more action of the "jump-and-blast" variety. The graphics are really good (each 'buster looks like his movie counterpart) and the in-game music is nice, if a little inappropriate. The title music is a major let-down, though because, rather than put the 10-channel stereo to work and make a really funky version of the Ray Parker Jr soundtrack, it sounds all tinkly and flat. The game itself is a bit of a killer, too. Even on the easy level, it's blimmin' hard work just to trying to knock out the middle ghosts, so it's not the easiest game to get into! Strangely enough, however, Ghostbusters has a supernatural addictive quality about it that grabs you and keeps you stuck to your screen for quite some time. Definitely worth putting on the shopping list.

ROBERT SWAN

GRAPHICS	93%
SOUND	57%
VALUE	84%
PLAYABILITY	80%

OVERALL 82%



UN SQUADRON US GOLD

The next Capcom arcade conversion to come from US Gold will be UN Squadron, a one or two-player horizontally scrolling shoot 'em up set over ten levels.

At the start of the game each player gets to choose a plane, either an F-14 Tomcat, A-10 Thunderbolt or a Tiger Shark, and then it's off on a series of missions to win the war and restore peace to the World.

The Amiga and ST versions are looking the best of the bunch, and have all the features of the arcade game. C64, Amstrad and Spectrum versions are coming along nicely, and all feature two-player options and similar missions to the coin-op.

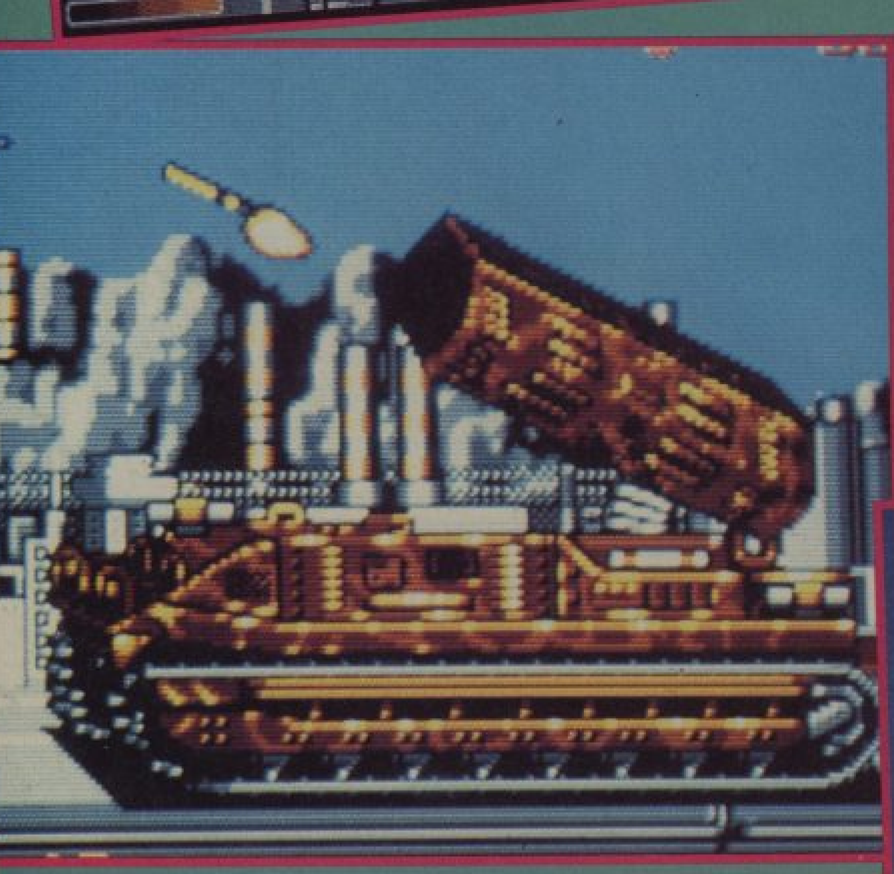
We'll be bringing you a full review next month, so keep your eyes peeled.

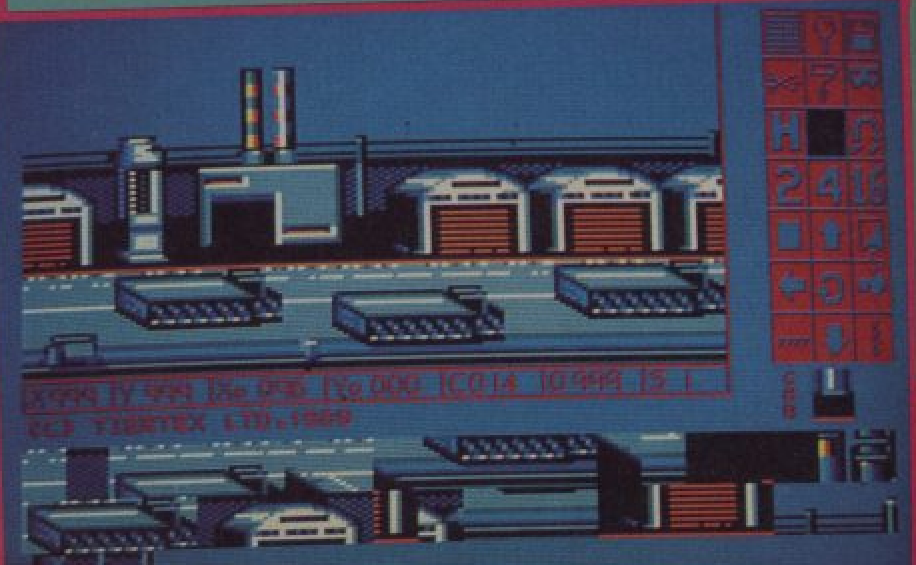
RELEASE: OCTOBER
PRICES: AMIGA £24.99, ST £19.99, 8 BITS £9.99















OFF-ROAD RACER

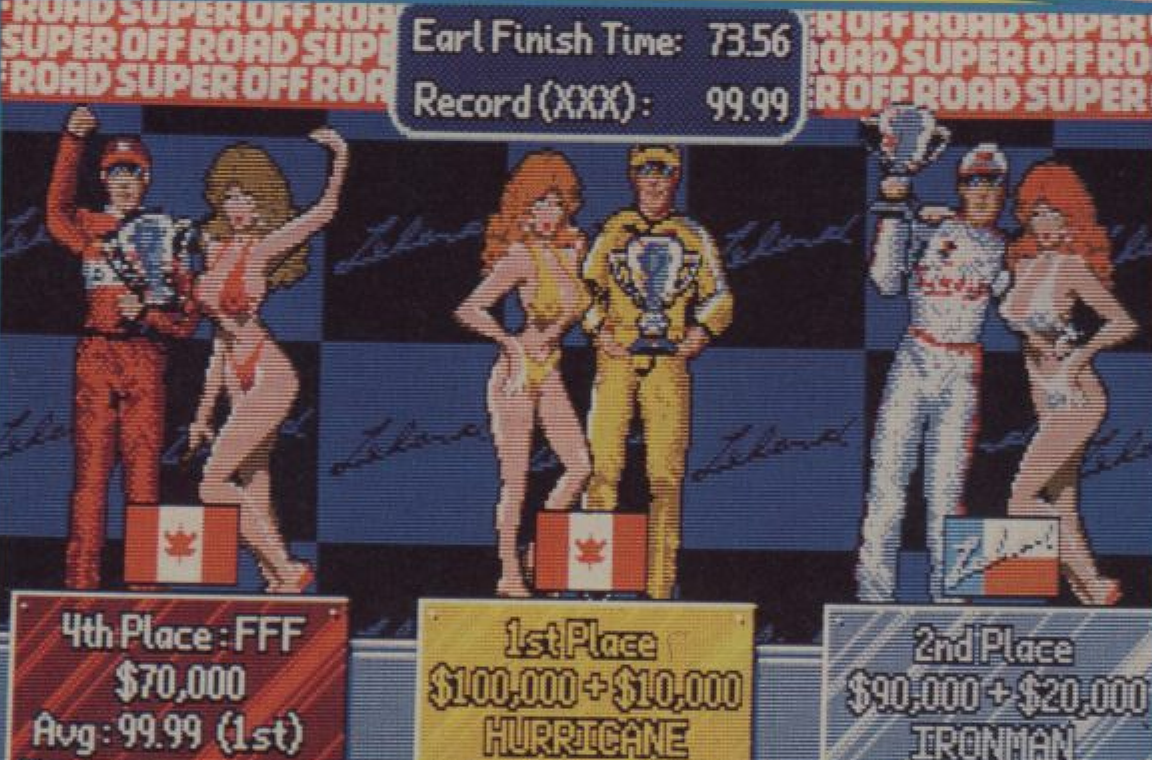
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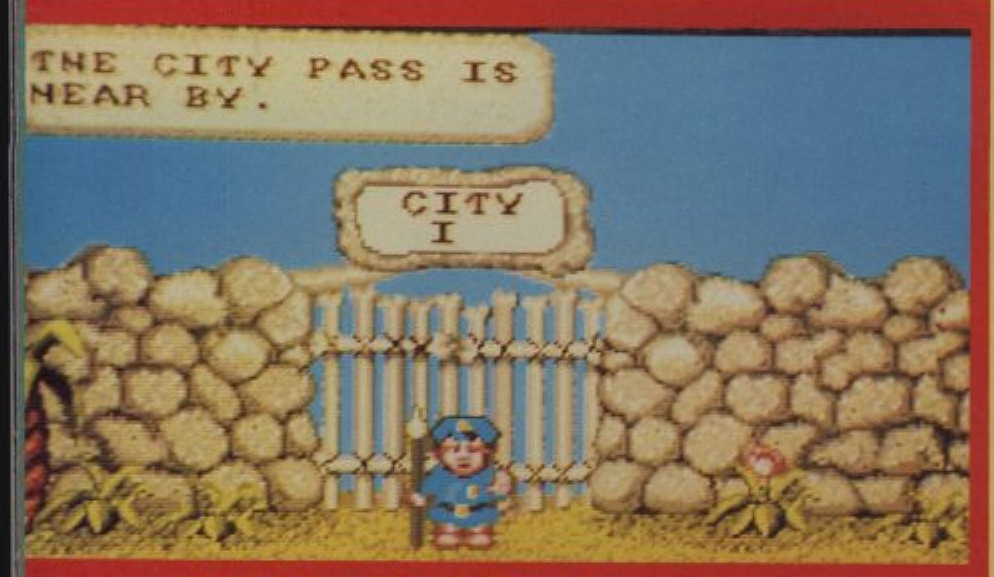
The excellent three-player Super Sprint-style coin-op, Ivan "Ironman" Stewart's Off-road Racer, is about to hit your screens. All versions are being programmed by Graftgold (who brought you the amazing conversions of Rainbow Islands) and they're making each version as accurate as possible.

Amiga, PC and ST versions are absolutely identical to the arcade machine (check out those screen shots) and all feature three-player modes. The C64 version obviously isn't as good graphically, but sports 16 bit gameplay and also a three-player game. Amstrad and Spectrum versions are two-player only, but again the gameplay is extremely polished.

We'll be reviewing the game next month - out breath is baited.

RELEASE: AMIGA ST PC C64 SPECTRUM AMS OCT
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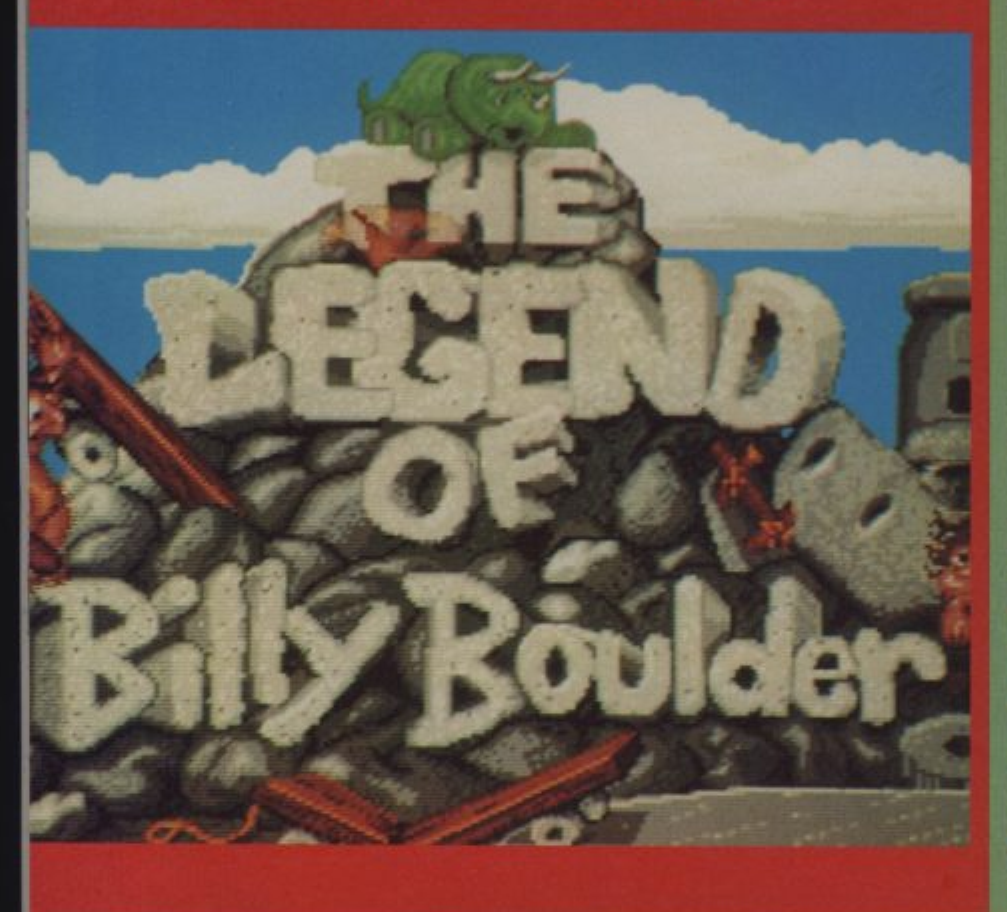
LEGEND OF BILLY BOULDER US GOLD

Strange name for a strange game. It's set in Flintstone-esque Prehistoric times and stars you as the eponymous Billy Boulder, who's on a mission to find Xor, an old crusty Wizard who holds the secret potion which will cure the sick Princess.

This involves trolling around a vast landscape, beating up everyone you see, solving puzzles and searching a series of large cities for items to help you complete the quest.

The graphics are quite jolly, but as to how it plays, you'll just have to wait until next month when we'll be reviewing it.

RELEASE: AMIGA, SEPT
PRICES: TBA





TOKI OCEAN

In this conversion of the unusual coin-op you control an anthropoid! For those of you that don't know, that's an ape. Yep, a curse was put on you by some evil geezer, who's run off with your girlfriend. You have to run, jump and swing around the place and blow away various nasties in order to get to your girl, remove the curse and pound the heck out of the villain who did the dirty deed. We've already had a

RICK DANGEROUS II MICROSTYLE

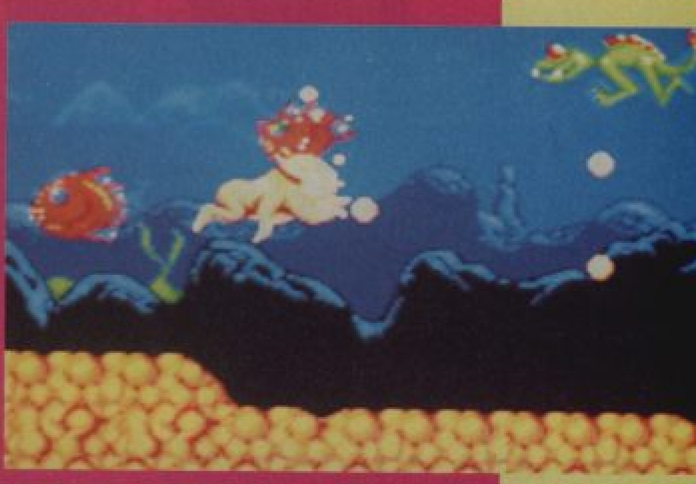
That well 'ard adventurer with the big chin is back, and ready to take on the evil Fat Man once again in the sequel to the brill Rick Dangerous. This time, however, our Rick's dumped the Indiana Jones look for a snazzy Flash Gordon outfit, complete with blond quiff!

Invading aliens have landed in Hyde Park, so Rick decides it's time to take the battle to the stars. Featuring platform action aplenty, this looks as good as, if not better, than the original. Can Rick save the Earth again? Find out in a review - coming to these pages soon!

RELEASE: ST AMIGA PC SPECTRUM AMSTRAD C64 OCTOBER
PRICE: ST AMIGA PC £24.99, SPECTRUM AMSTRAD C64 £9.99 CASS, £14.99 DISK











sneaky peek at the Amiga version, and it's almost identical to it's arcade parent, and just as addictive. Keep your eyes peeled for a review in an upcoming issue.
RELEASE: ST AMIGA SEPTEMBER
PRICES: TBA



BUCK ROGERS SSI

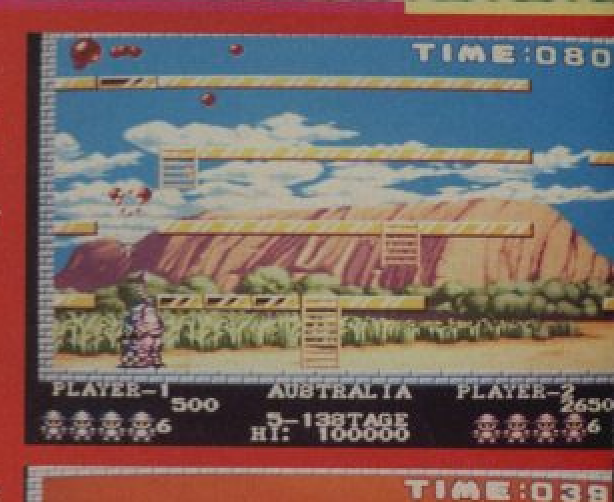
SSI's latest release is Buck Rogers, not the ancient arcade game of many years ago, but a computer translation of the TSR board game.

It uses a similar game system to Pool of Radiance as you travel around the galaxy kicking Russo-American Mercantile butt (they're the baddies). It all sounds a veritable hoot and a laff, so if you're into this kind of thing check it out when it's released in September.
RELEASE: PC AMIGA (1-MEG ONLY) C64 (DISK ONLY), SEPT
PRICES: TBA

PANG OCEAN

One of the C+VG team's current favourite arcade games is Pang, Mitchell's one or two-player bubble-burstin' shoot 'em up - and they virtually leaped up and down with joy when Ocean brought in an Amiga version that was a pixel perfect replica.

All the screens, music and playability have been captured perfectly, in one of the most impressive Amiga coin-op conversions we've seen yet! Everything's been included, from the intermission screens to the location of secret lives! Pang should be out around October - we can't wait!
RELEASE: ST, AMIGA OCT
PRICES: TBA







NEXT MONTH

WE'VE GOT A MEGA ISSUE LINED UP!

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THE NIGHTBREED

THE ACTION GAME

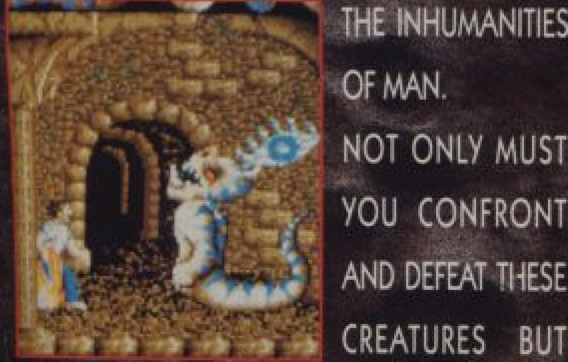
THE NIGHTMARE HAS BEGUN!

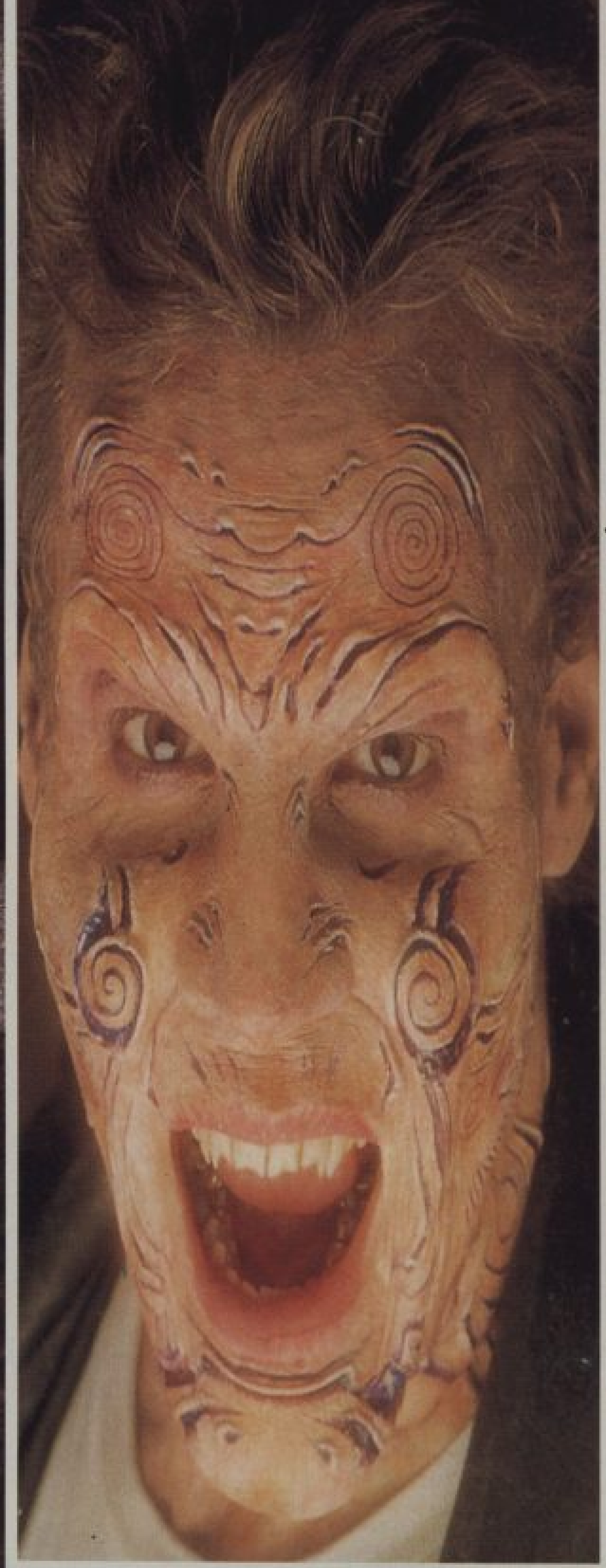


TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM THE INHUMANITIES OF MAN.

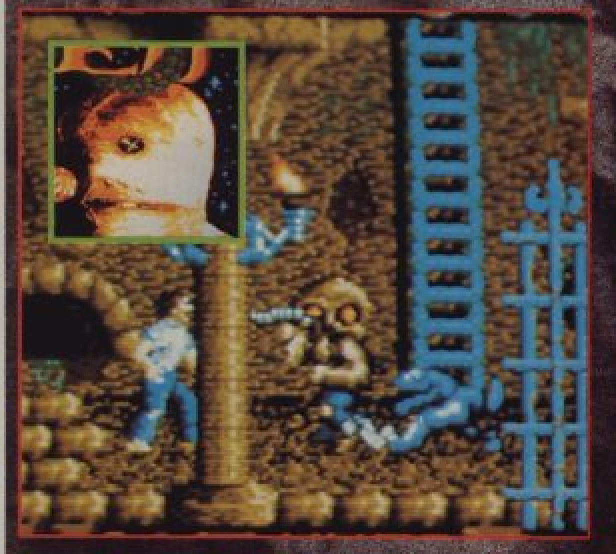


NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".





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